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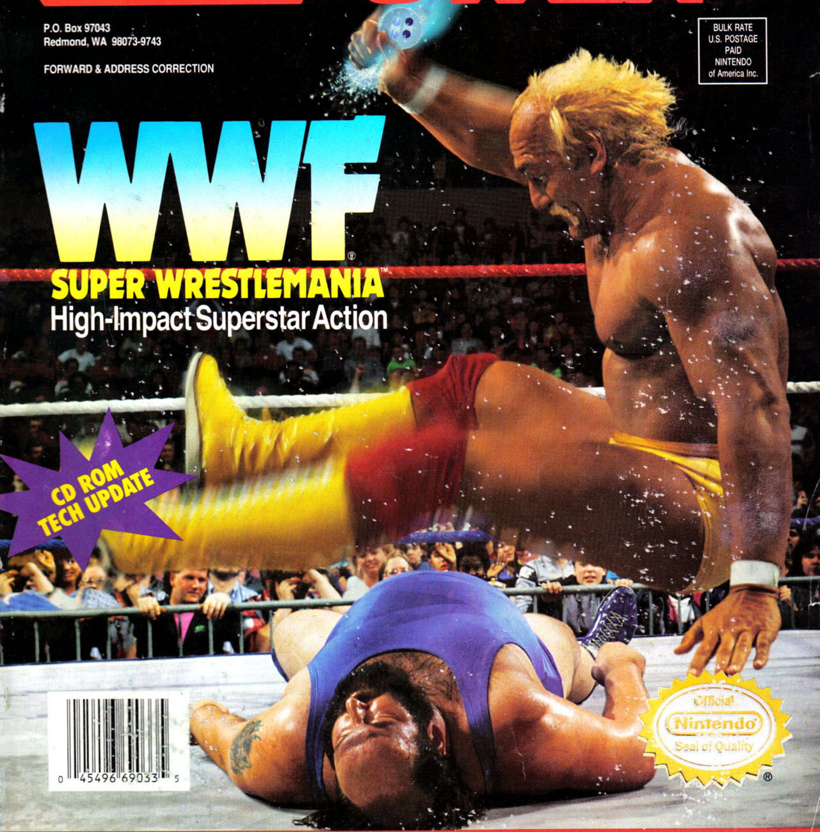

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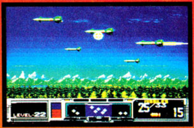
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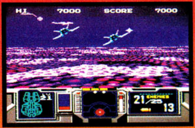
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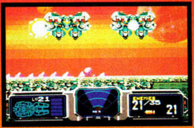
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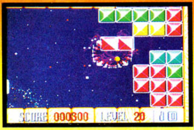
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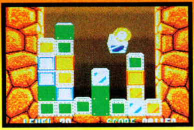

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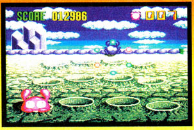
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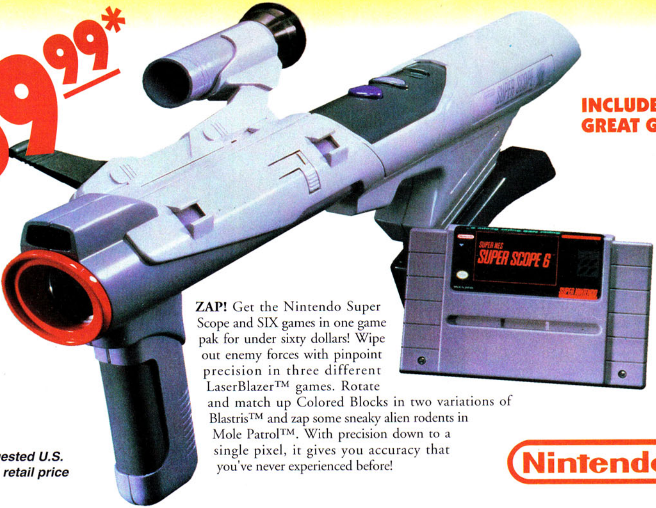
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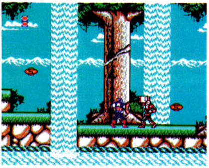

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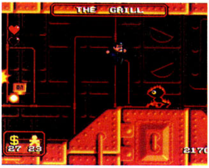

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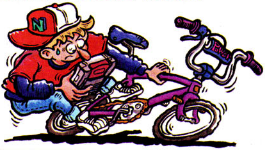
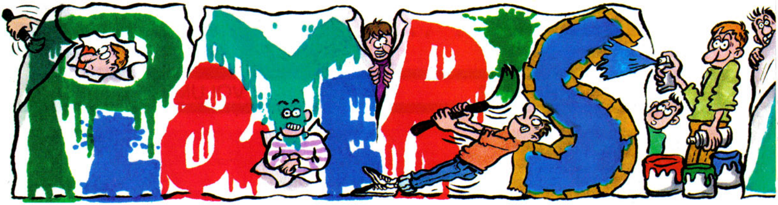




IN PURSUIT OF A SUPER NES

When we asked what you would do to get a Super NES, we had no idea just how far you would go! Many of you promised to do your homework, watch less television (yeah, right!) and be kind to your brothers and sisters. We've featured some of your wackier proposals.

The wildest thing I'd do is wear my sister's clothes while sitting on top of the house singing "My Country 'Tis of Thee" and having fish sticks in my ears.

Jason Destroismaison
Tynsboro, MA

Won't the neighbors be surprised!

I would do the most dreaded thing on the planet for a Super NES. It hurts just to think about it! I would eat green beans, mushrooms and the most dreaded vegetables on the planet: brussels sprouts and broccoli.

Andy Burton
Fort Riley, KS

Believe it or not, Andy, some people like brussels sprouts and broccoli. (Not us!)

To get a Super Nintendo I would walk around the United States dressed up as a chicken dancing the Cha Cha and singing "Yankee Doodle Dandy!"

Jamie Overstreet
Mobile, AL

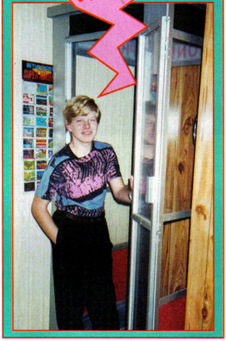
Never seen a patriotic chicken. Could be interesting.

To get a Super Nintendo Entertainment System I would: swim the Pacific Ocean, build a snowman at the North Pole, go down Angel Falls in a barrel, jump out of a Space Shuttle in orbit and...yes, I would even do my homework.

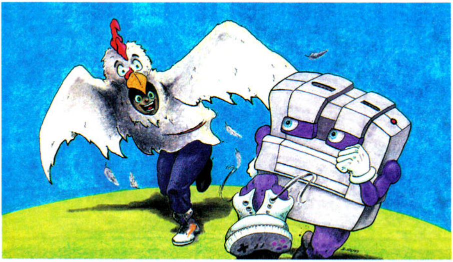
James Saunders
Mattapan, MA

What a thrillseeker!

Bill & Ted's Excellent Video Game Adventure Contest Winner



Kenneth Grayson poses in the doorway of the phone booth which was used in Bill & Ted's Excellent Adventure. Kenneth wanted the phone booth installed in his room, but it wouldn't fit through his bedroom door. To remedy the situation, Kenneth's father took out a window (frame and all) and hoisted the booth through the opening. The phone now actually works!



If you could play your Nintendo Game Boy anywhere, where would you choose? A distant planet, a tropical island, your 5th period math class? Write in and let us know all about your ideal location.

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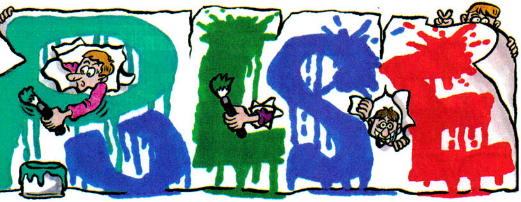

Mario Gets His Day In Miami

Eleven-year-old Miami resident Frankie Andollo found out that Los Angeles Mayor Tom Bradley had declared a Nintendo "Fun Day" in the city of Los Angeles. Not one to be outdone, Frankie sent a letter to the mayor of Miami, Xavier Suarez, asking if their city could do the same. Obviously, Mayor Suarez thought it was a great idea and was quick to proclaim November 5, 1991 as Nintendo "Fun Day" in Miami. Congratulations go out to Frankie, Mayor Suarez and the city of Miami!

Proclamation

Frankie and Mayor Suarez show off the official Proclamation for Nintendo "Fun Day" in Miami. It just goes to show that a little initiative can go a long way!

Our main man, Mario, made a special guest appearance in Miami to oversee the Nintendo festivities. Apparently, the weather in Miami gets two thumbs up!

DR. MARIO CARES ABOUT YOU!

We've had phone calls from some concerned people who have heard stories or read news articles about players suffering seizures while playing video games. Nintendo wants you to know that video games do not cause epilepsy or epileptic seizures. It's true, though, that some people who have epilepsy may have seizures while looking at certain kinds of flashing lights or patterns, like those in some television programs or video games. Unfortunately, some people might have epilepsy but not know it because they've never had seizures. Dr. Mario recommends that you consult your physician before playing video games if you have an epileptic condition. Even if you don't, you should check with your doctor if you have any of the following symptoms while playing video games: altered vision, mental confusion, loss of awareness of your surroundings, muscle twitching, convulsions or other involuntary movements.

Gail Tilden
Editor-in-Chief

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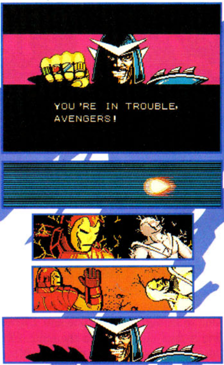
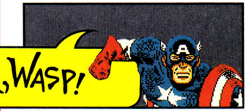
CAPTAIN AMERICA® AND THE AVENGERS™



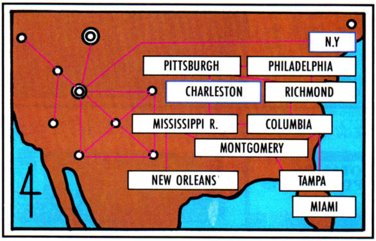
YOU'RE IN TROUBLE, AVENGERS!

STORMIN' THE USA

Iron Man and Vision have disappeared—victims of the evil Red Skull. Captain America and Hawkeye, with the help of Wasp, can set them free, but they'll have to battle their way across America. Data East brings home the Marvel comic heroes with fast, side-scrolling action, excellent control and a wide variety of stages. A two-player option lets you fight as either a super hero or super villain in a best of five series of matchups. Any way you play it, you'll be stormin' the USA.



AN AMERICAN TRAIL

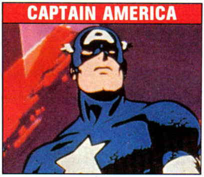


Cap is in Miami and Hawkeye is in New Orleans. From these starting points you'll have to make your way up the Eastern Seaboard, and then out west. Follow the routes as you hunt for the missing Avengers. You can switch back and forth between Cap and Hawkeye at any time or return to a previous location to build up your power.

SWITCH HITTING

In some stages you can hit a Switch with Cap's Shield, Hawkeye's arrow, or by kicking or punching. Some of the Switches activate lights or deactivate barriers.

CAPTAIN AMERICA



Real Name: Steve Rogers

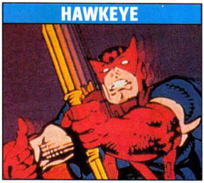
Occupation: Freelance Artist, Crimefighter

Strengths: Agility, strength, speed, quickness and hardiness.

Moves & Strategies

Cap's basic attack is to throw his Shield like a boomerang, but he can also jump, kick and punch. Push Down during a Spin Jump to batter foes below you with the Shield or protect Cap from acid pools. Push twice either left or right for a Super Tackle. Cap can also swing from pipes or duck underwater.

HAWKEYE



Real Name: Clinton Francis Barton

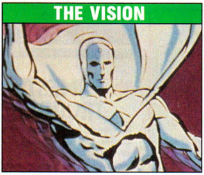
Occupation: Adventurer

Strengths: Expert at archery and acrobatics, keen vision, exceptional reflexes.

Moves & Strategies

Hawkeye strikes from a distance with his sharp eyes and piercing arrows. He shoots only one shaft at a time, but you can direct that arrow left, right, straight overhead or at a 45 degree angle. He also has exceptional jumping ability, but unlike Cap, he can't grab hold of pipes.

THE VISION

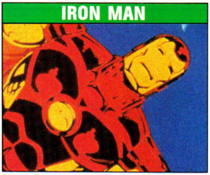


Real Name: The Vision

Occupation: Adventurer

Strengths: The ability to mimic all organic human functions, physical strength, and super quick reflexes.

IRON MAN



Real Name: Anthony Edward "Tony" Stark

Occupation: Inventor, industrialist

Strengths: His physical strength is magnified by his armor, and genius level IQ.

★ POWER ITEMS ★

Since every stage of the journey is filled with traps and enemies, you'll have to refill your energy by knocking items out of the Power-Up Pods along the way. Hearts refill lost Life Points and Power Stones increase your Life Meters when 100 Stones are collected. Build up both Cap and Hawkeye.

POWER STONES

Break open Pods to find Power Stones. Cap and Hawkeye gain additional sections of Life Meter for 100 Stones. With 200 Stones, Cap's Shield becomes twice as strong and Hawkeye's arrows explode on impact.

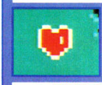
1-UP ITEM

When you find a 1-Up Item, you will increase the number of Continues for the game up to a total of nine.

RESCUE ITEM

The Rescue Item represents Hawkeye or Captain America and is located somewhere in the stage where he was captured.

ENERGY ITEM

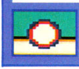


Large Hearts completely refill your Life Meter while smaller Hearts refill only a few sections of the Life Meter. These heart-shaped Energy Items can be found by hitting Power Pods.

FIVE-POINT ITEMS

Add to your score by collecting Five-Point Items from Power Pods. You will often find multiple Point Items in a single Pod.

KEY CRYSTALS

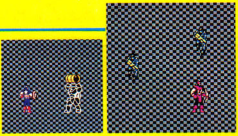


Hidden somewhere in every stage is a glowing Key Crystal. Once you find it, the Exit Sign lights up indicating that the Exit is now open to you.

A MASTERMIND WITH A MASTER PLAN: RED SKULL KEEPS YOU ON THE RUN.

BLACK HOLES

Black Holes appear along the routes between cities. Inside the Event Horizon, you will find crushing enemies like Fire Man and Dynamite Napalm. Avoid them by taking an alternate route.

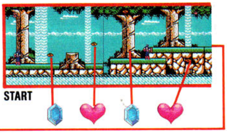


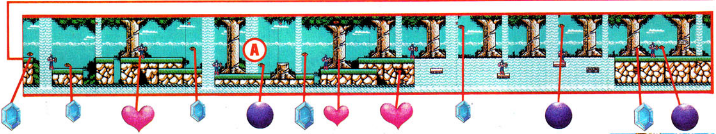
☆☆☆☆☆☆☆☆☆

TAMPA

TOTAL OF FIVE-POINT ITEMS 30

The woodlands and swamps around Tampa are Cap's first proving ground. Collect Power Stones and grab all the Hearts to keep your power at full force.





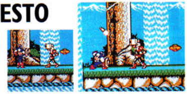
POWER UP YOUR SUPER HEROES

The swamplands around Tampa are a good place to collect Power Stones in order to Power Up Captain America. He begins the game nearby in Miami, so this is his first stop. Have him return to Tampa repeatedly to reach his max power.

LIFE POWER
× 11
CHANGE 034329
RETURN 034329

A: DUCKING DOMESTO

Domesto is a robotic soldier who carries a multiple rocket launcher on his shoulder. Since he takes several hits to destroy, he is one of the most dangerous characters you'll meet early on.

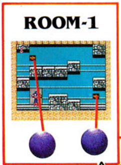


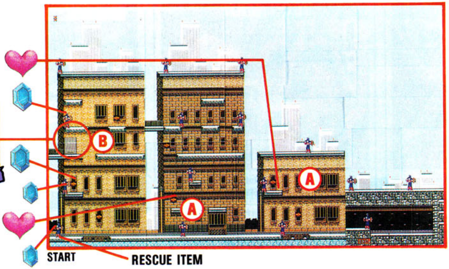
☆☆☆☆☆☆☆☆☆

MIAMI

TOTAL OF FIVE-POINT ITEMS 30

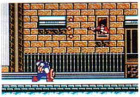
The city of Miami has been overrun by gun-toting bad guys and mutant freaks. The streets are tough, so use the ledges and roofs to reach the Exit.





A: WINDOW WATCH

Johnsons lean out of windows and fire triple shots. Attack when they duck into the window.



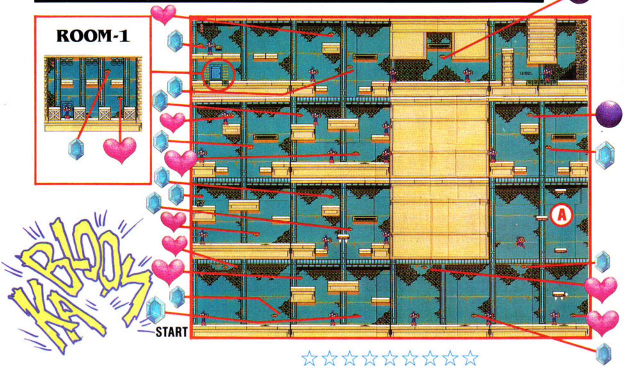
B: DOMESTIC TROUBLE

Sometimes Domesto fires homing missiles. Jump off the ledge if you can't dodge a missile.

COLUMBIA

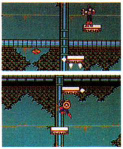
TOTAL OF FIVE-POINT ITEMS 30

Look for tricks and traps in Columbia. The enemies are easy to defeat, but you'll have to make difficult jumps, swing from bars, and explore everywhere.



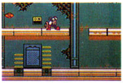
A: VANISHING PLATFORMS

Jump to the platform when it appears, then quickly jump up to the solid ledge.



B: CIRCUIT BREAKER

Hit the Switch above the door to turn off the electric barrier, then enter.

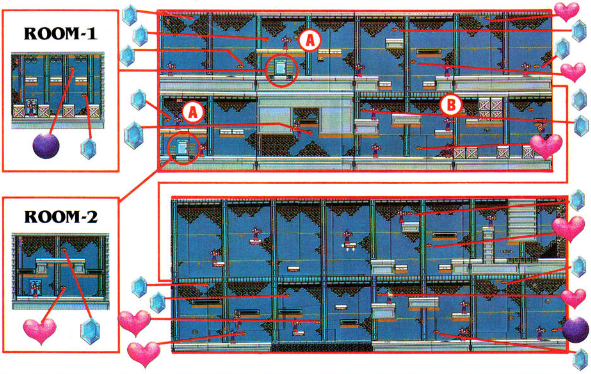


* * *

MONTGOMERY

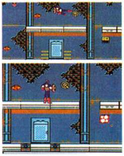
TOTAL OF FIVE-POINT ITEMS 30

Power is out in Montgomery, so Cap's first job is to hit the lights. Once you can see, look for the extra rooms. Cap is your best choice here, because he can swing from the bars.



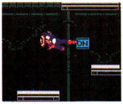
A: THE AIMING GAME

Hit the mounted gun with the Shield or an arrow to redirect its aim. Now head for the Switch.



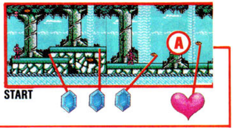
B: LET THERE BE LIGHT

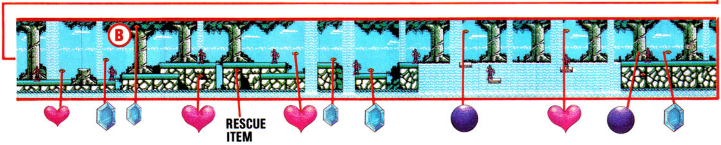
This Switch isn't easy to reach, but if you hit it, the stage will suddenly be brighter, and easier.



MISSISSIPPI—TOTAL OF FIVE-POINT ITEMS 30

Moving platforms and a mutant fishoid freak named Gigi make this river journey difficult. Hawkeye's arrows will get you through to the end.





A: GIGI STRATEGY

These mutant piranha can fly once they leap out of the river. Make sure to attack them as quickly as they appear or they will start blasting away at you.

B: GIGI STRATEGY II

Flying Gigis and homing missiles along the mighty Mississippi might even have left Mark Twain at a loss for words. Although sometimes you can keep moving to the right, most often you'll have to leap over the missiles to evade them.

☆☆☆☆☆☆☆☆☆

NEW ORLEANS—TOTAL OF FIVE-POINT ITEMS 30

Bourbon Street just ain't what it used to be. Gone are the Cajun Clubs and jazz bands. In their place are dangerous enemies like Dynamite Napalm who greets you at the start.

NEW ORLEANS: HOME OF THE BLUES

DYNAMITE NAPALM

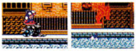
D.N. throws a barrel of explosives, fires two shots, then charges at you.

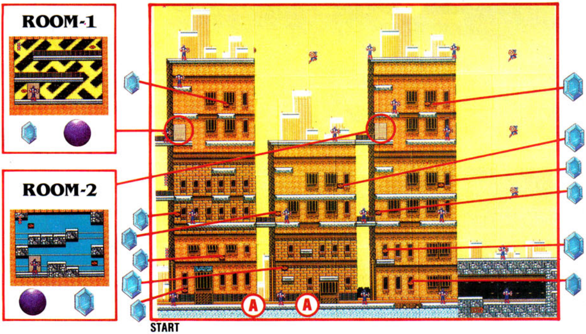
Hit D.N.'s explosive barrel three times, dodge his other attacks, then go after him. Jump to avoid his charges and strike from a distance.

FIRE MAN

Fireballs, sliding tackles and explosive grenades are aimed to toast you.

When Fire Man turns into a flaming ball, stay out of the way. Attack when he's human.





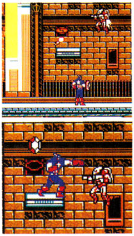
RUNNING INTO TROUBLE

Running Man pops up everywhere, which means he might attack you at any time. Be careful when jumping to ledges.

A: PUTTING GIGI DOWN

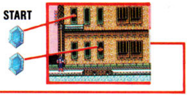
One of Captain America's best moves is the Shield Stomp. From a high Spin Jump, push Down and Cap puts the Shield below him.

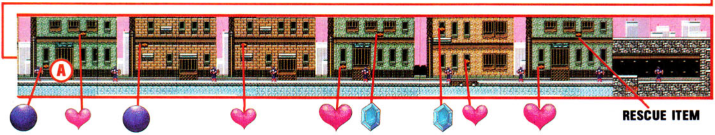
You can also fight from the ledge.



CHARLESTON—TOTAL OF FIVE-POINT ITEMS 30

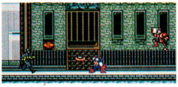
Don't expect that old southern hospitality. Red Skull has been here before and left his mark. Now the elusive Wizard is in charge, the first of four Masterminds.





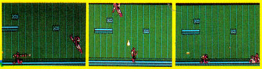
A: BAD NEWS TIMES TWO

Both Domesto and Running Man attack from both sides. With Cap, use the Shield to clean up the street.



CHARLESTON

THE WIZARD



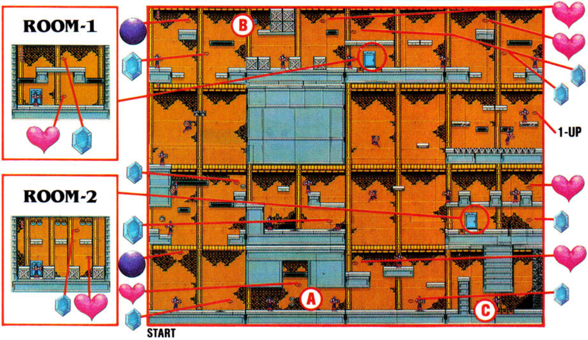
The Wizard leaps on high and fires energy beams at you. You'll have to dodge the beams by jumping, then attack him when he lands. Hawkeye is the best choice, because he can fire arrows while jumping to avoid the Wizard's beams.

No one can Stop me!

☆☆☆☆☆☆☆☆☆

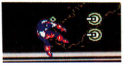
PITTSBURGH—TOTAL OF FIVE-POINT ITEMS 30

The city of steel is rusting away, but someone has defended it with gun turrets and electrical barriers. Look for the Switches and knock the guns out of position.



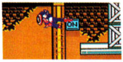
A: RUN AND GUN

Run past the guns and take the damage like a real super hero.



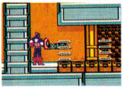
B: HIT THE LIGHTS

You'll miss a lot of Pods in the dark, so turn on the lights.



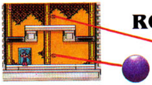
C: INSTANT FRIES

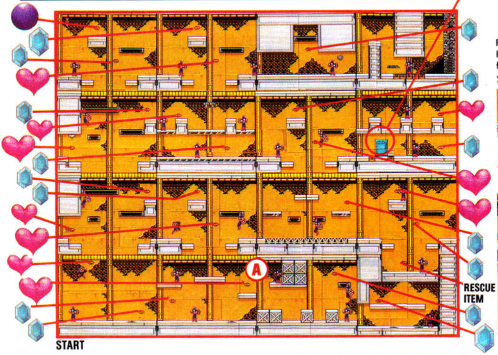
Dash through the barrier when it briefly disappears.



RICHMOND—TOTAL OF FIVE-POINT ITEMS 30

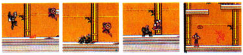
Richmond was once the seat of power in the South, but now it is home to Fire Man. Watch the floors. Some are covered with spikes.



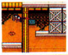


FIRE MAN FLAMES ON

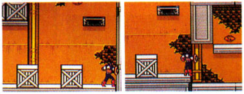
Fire Man takes a lot of punishment before fizzling out. Use Hawkeye to dodge his flames by jumping while continuing to fire arrows into the inferno. Cap can stomp on Fire Man, but you can't damage this guy when he's on fire.



A: MORE SWITCH HITTING



Throw this Switch to reach the lower right portion of the Richmond stage. If you're already powered up, however, don't bother. All you'll find is a Power Stone.



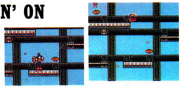
☆☆☆☆☆☆☆☆☆

PHILADELPHIA——TOTAL OF FIVE-POINT ITEMS 30

Nobody would call Philly the city of Brotherly Love if they got the welcome that Hawkeye and Cap receive. This is life on the edge—the edge of disaster!

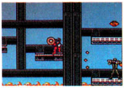
A: MOVIN' ON

Avoid the missile battery's shots and keep moving. You can't destroy it.



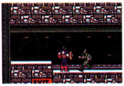
B: RUNNING MAN PLUS

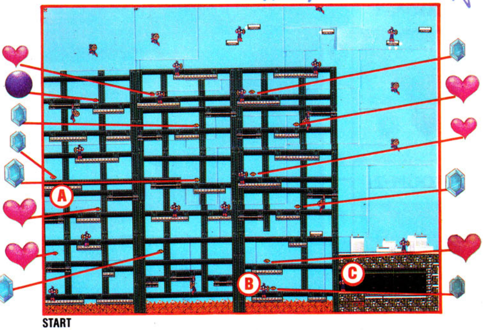
This new Running Man fires three-way bullets that will keep you jumping. In fact, you should hop up to a higher ledge to avoid the shots, then drop down and attack.



C: MAKE A RUN FOR IT

This exit is guarded by a squad of Running Men who are guaranteed to make your life miserable. Cap's crushing tackle can help you survive the gauntlet run.

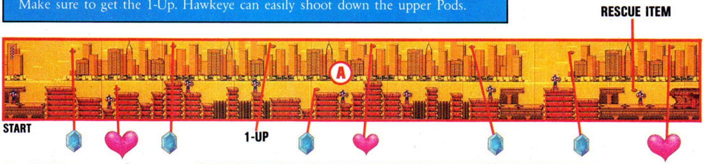




NEW YORK

TOTAL OF FIVE-POINT ITEMS 30

The Big Apple has never been the safest of towns, but for our heroes it is a nightmare. Make sure to get the 1-Up. Hawkeye can easily shoot down the upper Pods.



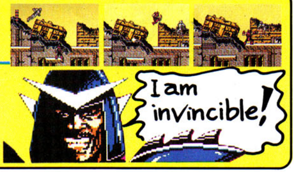
A: FALLING MEN

Running Men jump at you from above in this area, but while they are in the air they aren't a threat. Only when they land are they dangerous. Use Hawkeye's arrows or Cap's shield to knock them out of the sky.

NEW YORK

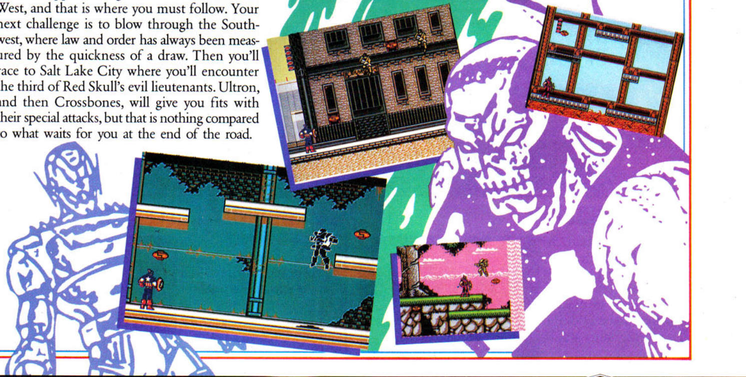
THE MANDARIN

Acid floods the floor of the Mandarin's chamber, forcing you onto the higher platform. Dodge the Mandarin's energy beams as he flies from side to side. Attack when he's close, then prepare yourself to dodge more beams.


I am invincible!

GO WEST, YOUNG FAN GO WEST

You've already covered a huge territory and defeated countless thugs of Red Skull's secret army, but an even larger battlefield looms near. The kidnapped Avengers have been taken out West, and that is where you must follow. Your next challenge is to blow through the Southwest, where law and order has always been measured by the quickness of a draw. Then you'll race to Salt Lake City where you'll encounter the third of Red Skull's evil lieutenants. Ultron, and then Crossbones, will give you fits with their special attacks, but that is nothing compared to what waits for you at the end of the road.



THRILLA'S
SURFARI
TM

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Country Surf Design

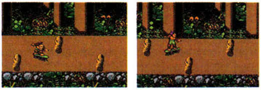
Stop monkeying around and take off for seven massive stages of board-breaking action in T&C II: Thrilla's Surfari from LJN. Weird Wazula's on the loose. You've got to stop him before he gets out of control.

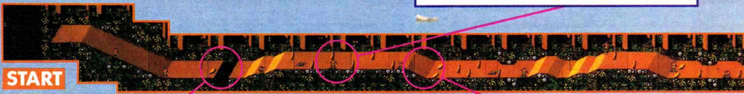
LEVEL 1-1 THE JUNGLE

Your race to find Wazula begins in Africa. Luckily someone built a big ramp through the gnarly jungle. Start skating, Thrilla, and watch for obstacles in the middle of the road. In this first stage, you'll encounter pits, logs, turtles and a giraffe. The turtles act as ramps if you hit them square on the backs of their shells. Then you'll be able to fly over the logs in your path.

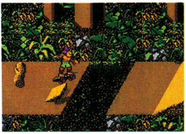
LOG JAM

There are plenty of logs in the trail here. If you jump, you might clear one log just to hit another one. It's best to just slow down and slalom.



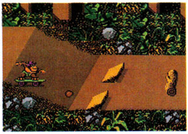


RAMP ROCKIN'



After you roll down the first hill, hit the ramp and fly over the gap. If you miss the ramp, you'll have to make a pretty awesome leap to get to the other side.

COCONUT COLLECTION



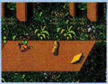
Pick up coconuts when you see them in your path and cash them in at the end of the stage for chances at the shell game. If you're lucky, you can earn a ton of 1-Ups.

BOARD BONANZA

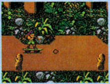
When you're screaming down the trails and rivers of out-of-the-way locals, it pays to be in control of your board. Whether you're skating or surfing, the moves are the same. You can speed up, slow down, turn around and jump over awesome obstacles with easy and intuitive button-pressing maneuvers. The board really moves when you're heading downhill. Keep both eyes on the course and get ready for evasive action.

●GET MOVIN'

You can move in the right direction by pressing the direction keys on the Control Pad. Press Right on the Control Pad to move to the right and pick up speed, then press Left to slow down in tricky terrain.



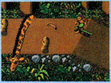
If you're about to hit a ramp, make sure that you pick up speed so that you can fly over the pits and obstacles in your path.



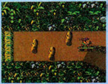
If you need to put on the brakes, press the Control Pad direction key that points away from the direction that you're moving.

●PULL A U-TURN

After you screech to a halt, you can roll off in another direction by hitting the Control Pad in the direction that you want to go. You can also do an about face by hitting certain obstacles.



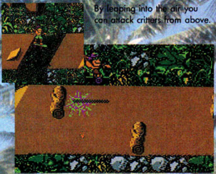
Before you turn around, you've got to put on the brakes. Slow down, but don't skid into rocks and logs.



Once you've stopped, continue to hold the same direction key and start moving in the other direction.

●CATCH SOME AIR

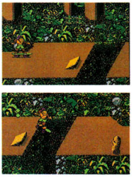
In most cases you can leap into the air by hitting either the A or B Button. If you're fighting a level-leader, the B Button lets you leap and the A Button is used for your attack.



By leaping into the air you can attack critters from above.

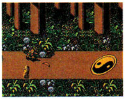
THE BIG JUMP

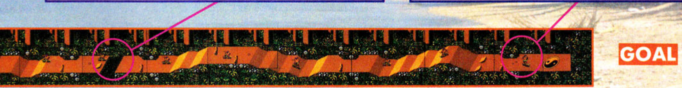
By gathering up enough speed before you hit this ramp, you can fly over the gap and clear the log that follows. If you're not moving at a steady clip, turn around and put some space between you and the ramp. Then come back at full speed and launch off the ramp. You'll probably just clear the log by the width of a wheel.



EAT AND ROLL

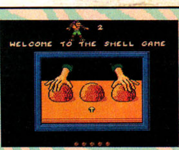
There's a flashing banana at the end of the stage. If you pass it, turn around and pick it up. By gulping it down, you'll add another notch to your energy meter.





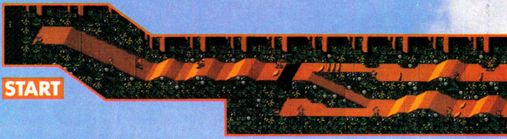
THE OLD SHELL GAME

At the end of the stage, you'll have a chance to play the shell game once for every coconut that you collected. Watch the three coconut shells carefully and pick the one that hides the small coconut. If you're right, you'll earn a 1-Up.



LEVEL 1-2 MORE JUNGLE

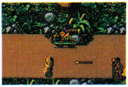
START

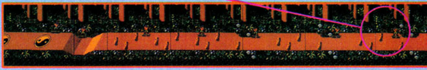


The jungle gets crowded in this second wild roller. Watch for lots of critters and obstacles. Towards the beginning of the level, you'll come across a fork in the road. If you take the high road, you'll have to make a tricky leap over three logs immediately. Hit the low road instead and you'll glide through a relatively obstacle-free course. You'll end up bouncing off barriers in the middle of the stage and changing directions. Take it easy!

STAY UP

Nasty natives lurk in the lower parts of the path in this last leg of the stage. Try to favor the top side and leap over logs 'til you reach the end.



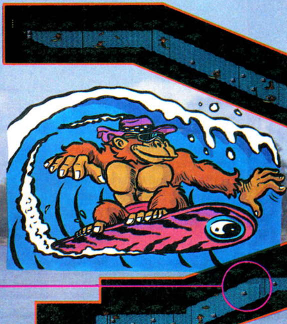


GOAL

LEVEL 1-3 THE RIVER

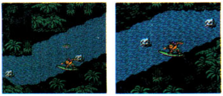
Your first rockin' ride in the river zig-zags through a waterfall-riddled course. Don't worry about the drop over the falls. You'll always land with your head above the water. You should be wary of the rocks, fish and other assorted water creatures, though. Contact with these obstacles could sink your surfboard.

START



GO LOW

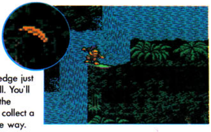
The rocks in this section are all in the upper reaches. Surf on the lower side and you'll be safe from hitting a boulder and dumping into the river. If you decide to ride on the rocky side, be ready to jump, and watch your landings.



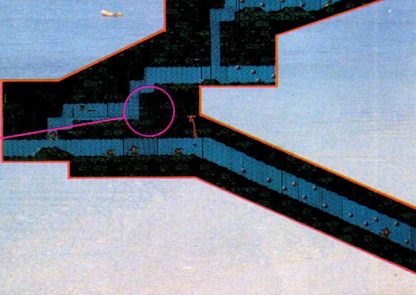
If you favor the low end of the river in this leg, you won't be washed up on the rocks.

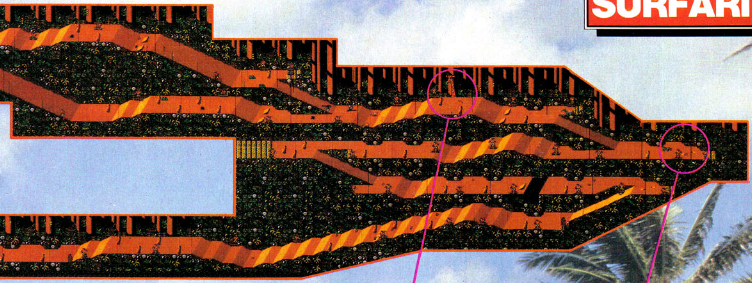
BANANA SPLIT

If you manage to cut through a break in the bottom of the waterfall in this area, you'll drop into the next leg of the river and collect a banana on the way down. It's pretty tricky, but you can give it a shot.



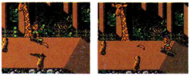
Move to the edge just before you fall. You'll drop through the waterfall and collect a banana on the way.





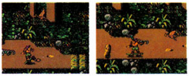
GRAB A BITE

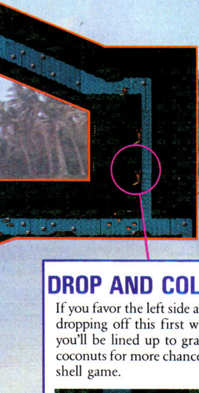
If you jump to avoid the giraffe, you may also leap over an energy-giving banana. Slide to a stop and go back to collect this valuable item.



TURNAROUND BARRIER

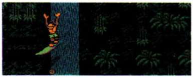
When you hit the end of the path, you'll bounce back and keep going in the opposite direction. Collect the coconut on your way back and watch for a bird that circles this small area.





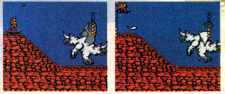
DROP AND COLLECT

If you favor the left side as you're dropping off this first waterfall, you'll be lined up to grab three coconuts for more chances at the shell game.

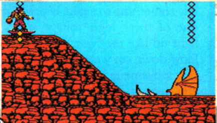


LEVEL 1-4
THE KILLER RHINO

The two-headed beast that guards the end of the first stage floats near the center of this small area and tosses horns in your direction. Roll up to the left side and toss exploding coconuts at this monster by hitting the A Button. When you see a horn coming your way, jump to avoid being blasted.

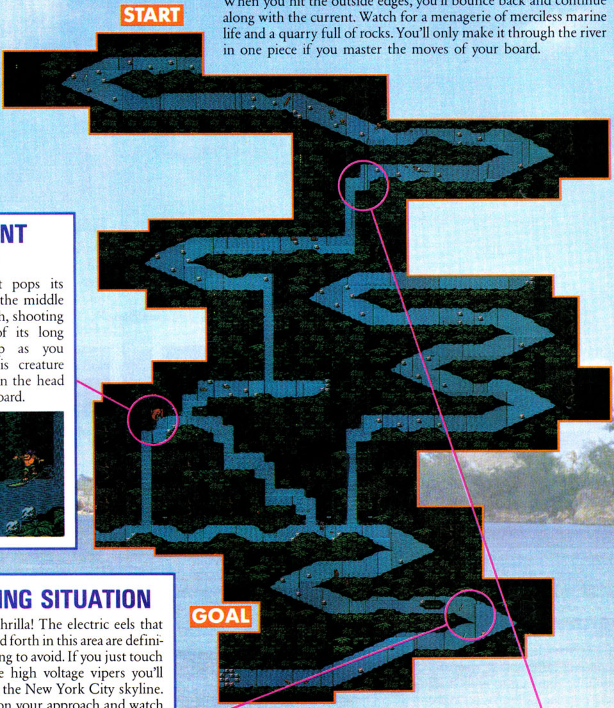


Stay on the left edge of the area and combat the Killer Rhino with exploding coconuts.



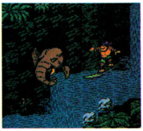
LEVEL 2-1
THE ALUZAW RIVER

This stretch of rapids is about as nasty as its backwards namesake. When you hit the outside edges, you'll bounce back and continue along with the current. Watch for a menagerie of merciless marine life and a quarry full of rocks. You'll only make it through the river in one piece if you master the moves of your board.



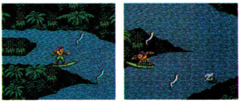
ELEPHANT STOMP

An elephant pops its head out of the middle of this stretch, shooting water out of its long snout. Jump as you approach this creature and bop it on the head with your board.



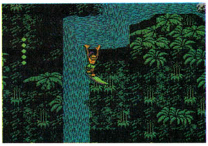
SHOCKING SITUATION

Be careful Thrilla! The electric eels that float back and forth in this area are definitely something to avoid. If you just touch one of these high voltage vipers you'll light up like the New York City skyline. Slow down on your approach and watch the movement of the eels carefully. If you're on a collision course for one of them, jump quickly and avoid contact at all costs.



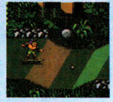
TAKE A PLUNGE

Work your way to the right after you go over the edge of this first waterfall. At the bottom, you'll cut to a windy section of the river with just as many rocks, but fewer swimming creatures.

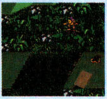


LEVEL 2-2

The Cannibal Jungle course is one of the trickiest sections that you'll come across in your entire adventure. There are a lot of bottomless pits in the area. Try to stay on the ground and slalom around the logs and animals. That way, you'll be ready to hit the ramps and leap over the pits.



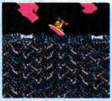
When you scoop up a diamond, you'll flip over and execute a dazzling handstand for a few invincible moments.



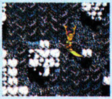
Keep up your speed! There are pits all over the jungle and you'll have to really be flying in order to clear them.

LEVEL 2-3

This big drop is a head on plunge over a large group of boulders. Move to the left and right to avoid the boulders and work your way to the bottom. For every boulder that you hit, you'll lose a unit of energy.



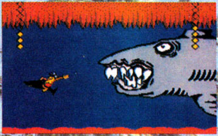
At the beginning of this stage you'll come up over the top of an awesome waterfall.



Fly to the left and right to keep from hitting the huge rocks in the falls.

LEVELS 2-4/2-5

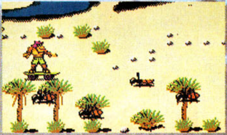
Hop onto the back of a shark and take a break from riding the boards. In this level, you'll dive into the water and search for a huge monster of the deep.

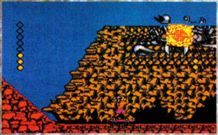


THE THRILLS CONTINUE!

LEVEL 3

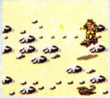
It's out of the water and into the desert for this hot series of skateboard courses. The Sahara Desert is packed with rocks, pits and other surprises. Once you've made it through several areas, including a strange blue mirage section, you'll take on a gigantic Scorpion. Ouch!



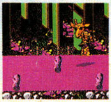


LEVEL 4

The desert, jungle, a waterfall and another underwater battle are all part of this big series of courses. The Level 4-2 Purple Jungle is even trickier than the Cannibal Jungle of Level 2-2. Watch it Thrilla!



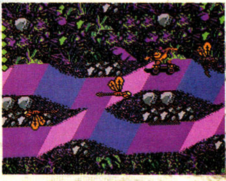
Rocks and scorpions are just two of the treacherous obstacles that you'll encounter in the desert.

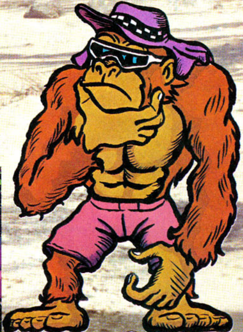


Get ready for a super wild ride in the incredible Purple Jungle!

LEVEL 5

This section starts with a shark riding scene and continues with several river runs. Levels 6 and 7 are still ahead of you, Thrilla! Collect as many coconuts as you possibly can and go for 1-Ups in the shell game. If you're tough enough, you'll put away Wazula in no time.

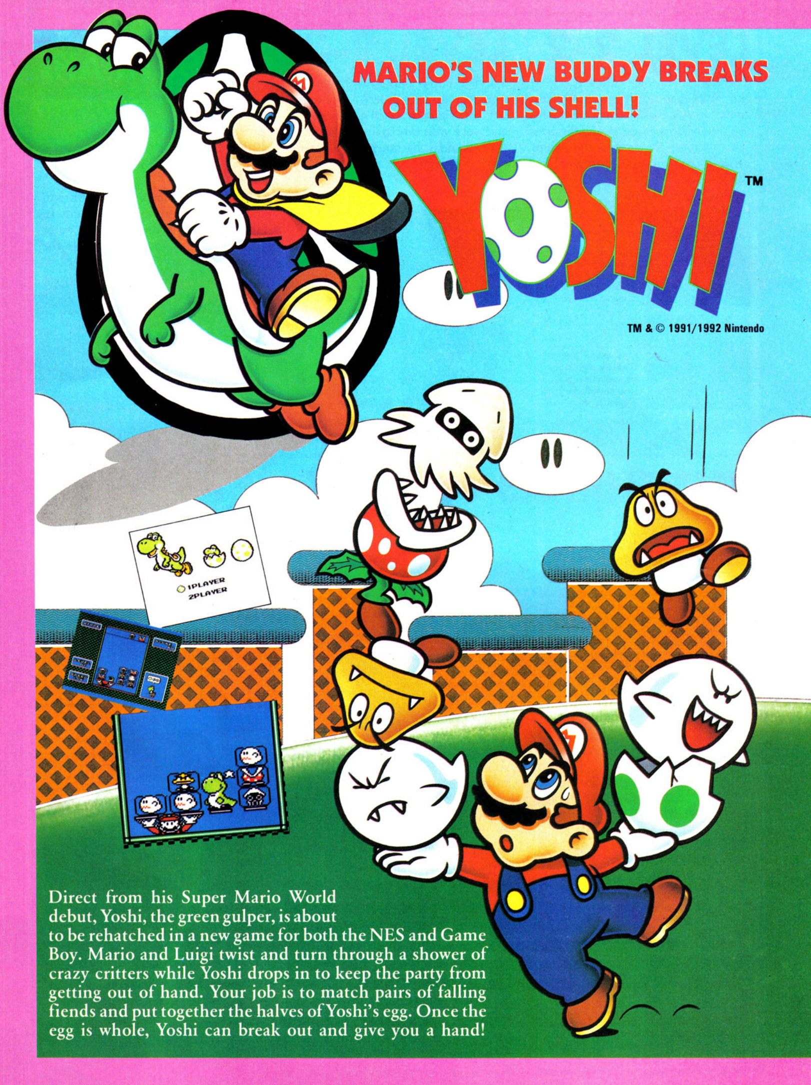




MARIO'S NEW BUDDY BREAKS OUT OF HIS SHELL!

YOSHI™

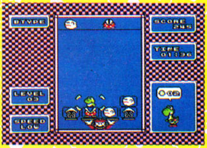
TM & © 1991/1992 Nintendo



Direct from his Super Mario World debut, Yoshi, the green gulper, is about to be rehatched in a new game for both the NES and Game Boy. Mario and Luigi twist and turn through a shower of crazy critters while Yoshi drops in to keep the party from getting out of hand. Your job is to match pairs of falling fiends and put together the halves of Yoshi's egg. Once the egg is whole, Yoshi can break out and give you a hand!

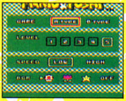
AN AIRBORNE PUZZLE INVASION

One or two players can participate in this fast-paced puzzler that plays like Dr. Mario with a twist. Goombas, Bloobers, Boo Buddies and other Super Mario Bros. characters drop from the top of the screen while Mario and Luigi turn trays at the bottom in order to match up and cancel out the critters. If the characters are caught between the top and bottom halves of Yoshi's Egg, our happy new hero hops out and gobbles them up. There are two game types. Type A begins with empty trays. The goal is to make as many matches as possible. In Type B the trays are loaded with characters from the start. Clear them and you'll win.

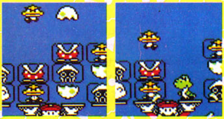

BTYPE
SCORE 245
TIME 01:36
LEVEL 05
SPEED LOW

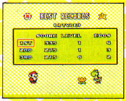
MATCH AND HATCH

You'll earn maximum points by matching the halves of Yoshi's Egg when there's a big stack of critters in the mix. If a single critter is caught between the halves, you earn 50 points. If a stack of seven critters is sandwiched between the shells, 500 points will be awarded. Big stacks are doubly important in a two-player simultaneous match. When you catch characters between the halves of Yoshi's Egg, they'll be sent over to the opposite side of the screen for the other brother to deal with. A couple of eggshell matches can turn a helpless situation into a win for your side.


GAME ATYPE BTYPE
LEVEL 1 2 3 4 5
SPEED LOW HIGH
BGM OFF

Before you start playing, choose the type of challenge, the level of play and the speed of the game.



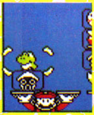

BEST RECORDS
(ATYPE)

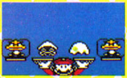
	SCORE	LEVEL	EGGS
1ST	335	1	4
2ND	275	1	3
3RD	245	5	2

With a lot of practice and help from Yoshi, you'll send your score into the stratosphere.

■SMALL STACK

Yoshi's appearance depends on the number of creatures that have been enclosed by the halves of his egg. When zero to four critters make up the stack, Yoshi pops out of the egg in his smallest form.

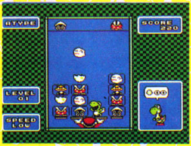




If a top shell drops without matching with a bottom shell, it will disappear.

■MEDIUM STACK

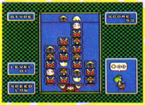
A stack of five or six creatures caught between the halves of an egg will make for a more impressive Yoshi. This newly hatched hero shows off a pair of wings before he disappears.

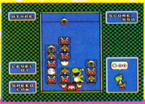

ATYPE
SCORE 220
LEVEL 01
SPEED LOW

When a medium sized stack of critters is brought together, Yoshi hatches with wings!

■MAXIMUM STACK

The largest number of creatures that can be caught in one egg is seven. When this big group shrinks into a shell, Yoshi breaks out and sparkles with a star at the end of his tail!


ATYPE
SCORE 50
LEVEL 01
SPEED LOW

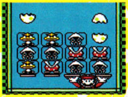

ATYPE
SCORE 550
LEVEL 01
SPEED LOW

PUT MY SHELL TOGETHER TO SET ME FREE!

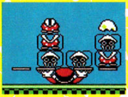
TURNABOUT IS FAIR PLAY

MARIO MOVES

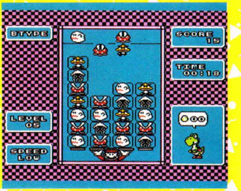
You can move your Mario Bro. to the left and right by using the direction keys on the Control Pad and you can make him twist by tapping the A or B Button. When your character turns, he'll switch the positions of the trays that he's holding. This will allow you to match critters on the trays with the critters that are dropping. Bring a pair of characters together and they'll disappear.



Make Mario or Luigi slide to the left or right by hitting the direction keys on the Control Pad.

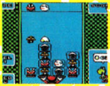


When you press the A or B Button, your Mario Bro. will do the twist and switch his trays.

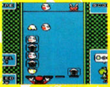

BTYPE
SCORE 15
TIME 00:18
LEVEL 05
SPEED LOW

KNOCK 'EM OUT

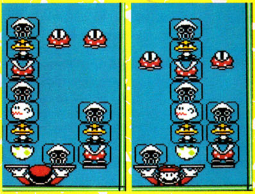
The goal of the game is to eliminate all of the characters that drop into the screen. You can do that by catching the characters between the halves of an egg or by matching pairs. If you keep an eye on the characters that are about to fall, you'll be able to decide where to place the characters that are currently falling. If a Boo Buddy, for example, is about to drop and another Boo Buddy is covered by a Goomba below, you should try to eliminate the Goomba with a currently falling character to clear the way. If there's no match for a character, try to drop it onto the bottom half of a shell.



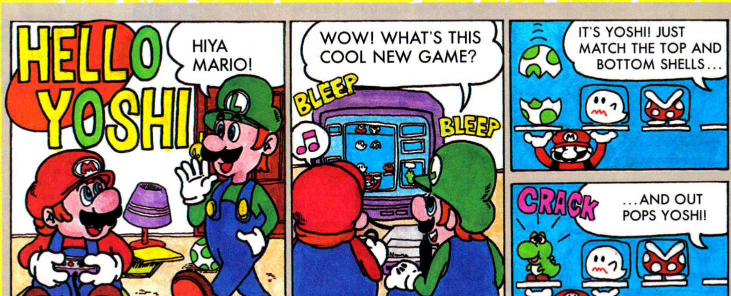
If a top shell falls, try to match it up with a bottom shell to complete an egg. If there's no match, it will just disappear.



Try to make matches on stacks first so that you can clear the way to the lower creatures.

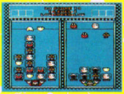


If a falling creature has dropped below the top of a tall stack and you move the stack toward the creature, it will switch to the other side of the stack.

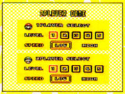

HELLO YOSHI
HIYA MARIO!
WOW! WHAT'S THIS COOL NEW GAME?
BLEEP
BLEEP
IT'S YOSHI! JUST MATCH THE TOP AND BOTTOM SHELLS...
CRACK
...AND OUT POPS YOSHI!

FACE OFF WITH A FRIEND

The greatest way to play is to challenge a friend to a two-player match. The game begins with at least one creature on every tray. You'll win if you can clear your trays before your opponent clears his or her trays or if the creatures on your opponent's side stack up to the top of the screen. When you catch a lot of critters between the halves of Yoshi's egg, more critters will appear on your opponent's side. That'll keep the advantage on your side of the screen. If one player is more experienced than the other player, you can even up the match at the beginning by selecting a more difficult level of play for the better player.

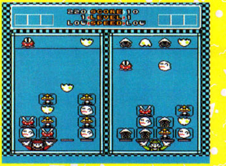


In a two-player game, you can send characters over to your opponent's side. A two-monster egg completion sends one extra character to your opponent.

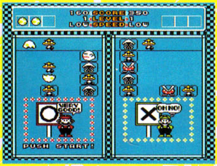


2PLAYER GAME
1PLAYER SELECT
LEVEL
SPEED
HIGH
2PLAYER SELECT
LEVEL
SPEED
HIGH

At the beginning of the game, you can set the level of difficulty according to the abilities of the players.



220 SCORE 10
1 LEVEL 1
LOW SPEED LOW

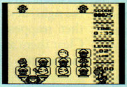


160 SCORE 350
1 LEVEL 1
LOW SPEED LOW
VERY GOOD!
OH NO!
PUSH START!

THERE'S MORE!

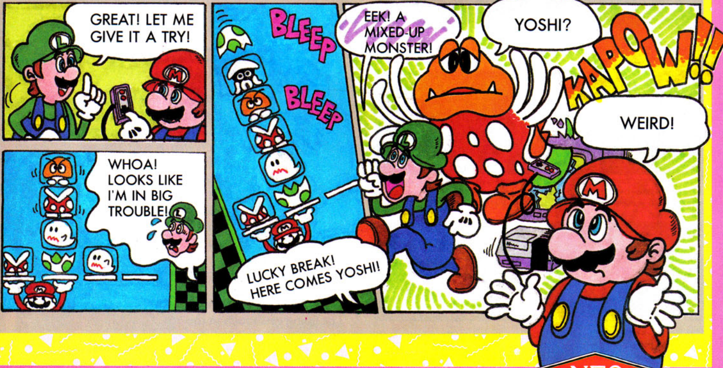
If you just can't get enough of our hatching hero, you'll be happy to know that Yoshi is coming to Game Boy as well as the NES. That way you can take him on the road and challenge friends to a Game Link match. You'll also see more of Yoshi if you complete a Type B game at Level 5. A celebration screen will appear, then the game will move on to a higher level.

Even though Level 5 is the highest difficulty that you can set, you'll move up to higher levels with a victory.



SCORE
TIME
LEVEL

Yoshi's Game Boy puzzler is almost identical to his NES game. You can challenge a friend to a match with a Game Link.



GREAT! LET ME GIVE IT A TRY!
WHOA! LOOKS LIKE I'M IN BIG TROUBLE!
BLEEP
BLEEP
LUCKY BREAK! HERE COMES YOSHI!
EEK! A MIXED-UP MONSTER!
YOSHI?
KAPOW!!
WEIRD!

CLASSIFIED INFORMATION

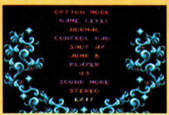
NINTENDO
TOP SECRET
POWER

Super GHOULS'N GHOSTS

■ FROM AGENT #909

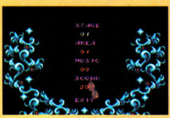
Stage Select

By entering a quick two-controller code, you can skip to any part of this challenging ghost-hunting mission. Choose the option mode from the title screen and single out the Exit option. Then press and hold the L and Start Buttons on Controller II and press the Controller I Start Button. You'll switch to a new option screen where you can choose your starting stage and area and sample the sounds of the game before you play. When you exit both option modes and start the game, you'll see the standard opening, then move on to the stage and area that you selected.



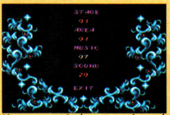
OPTION MODE
GAME LEVEL
NORMAL
CONTROL PAD
SHOT Y
JUMP B
PLAYER
03
SOUND MODE
STEREO
EXIT

Before you begin your mission, choose the option screen and single out the Exit option.



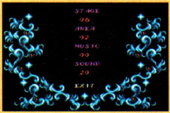
STAGE
01
AREA
01
MUSIC
09
SOUND
20
EXIT

You'll switch to a new option screen by holding L and Start on Controller II and pressing Start on Controller I.



STAGE
01
AREA
01
MUSIC
07
SOUND
29
EXIT

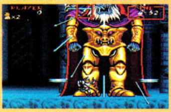
You can sample the assorted sounds of the game by changing the appropriate numbers and pressing the R Button.



STAGE
06
AREA
02
MUSIC
09
SOUND
20
EXIT

Select the desired starting stage and area, then exit both option screens and start the game.

The game will begin with the standard opening, no matter what stage it is that you've selected.



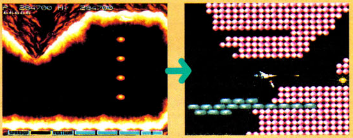
Once it's time for the action to begin, you'll be sent to the selected stage and area.

GRADIUS III

■ FROM AGENT #312

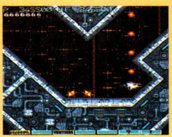
Advanced Bonus Areas

In a previous issue we showed the locations of three bonus areas which our agents discovered in Stages 2, 3 and 4 of this space thriller. They've now found hidden areas in Stages 5 and 7 which feature tons of valuable Power-Ups. Stage 5 is filled with flames and volcanic dangers. Fly into the area pictured below when the hundreds digit (third digit from the right) of your score is a 3, 5 or 7. Your ship will disappear, then reappear in an area filled with breakable pink orbs. Clear them away and you'll uncover several point-producing devices.



Fly into the ceiling of Stage 5 when the hundreds digit of your score is a 3, 5 or 7 to enter a bonus area.

The high-tech fortress of Stage 7 holds another bonus area. There are several routes that you can take while you're zipping through this challenging stage. The condition upon entering the bonus area is that you fly through the center section of the course. When you get to the point pictured below, your ship will warp to another bonus-filled area. If you fly above or below the center of the course and attempt to warp to the bonus area, your ship will crash into the wall. Try to stay in the middle of the course, warp to the bonus area and power up for the final challenges of this thrilling trek through space. The going gets tough in the final stages. Any items that you can find will help.



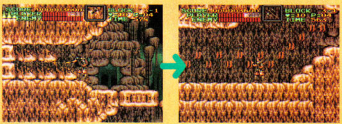
Fly close to the wall in Stage 7 here to warp to a bonus area.

SUPER CASTLEVANIA IV

■ FROM AGENT #599

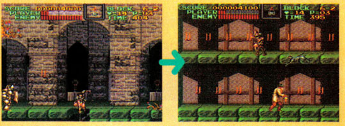
Hidden Areas

In exploring the huge world of the latest brave Belmont, our agents have discovered three hidden areas where you can collect plenty of Hearts, Weapons and Food. In Stage 3-1, you'll work your way to the right, then begin to descend into another big area. As you are climbing down, you'll notice a column-like wall to the left. If you hit it with your Whip, this wall will give way and reveal a Candlestick-filled area. Hit the Candlesticks for bonuses.



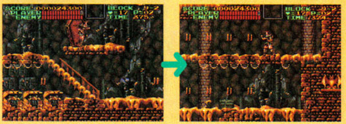
Break into a hidden area in Stage 3-1 by hitting the left wall with your Whip.

There are several crashing chandeliers in Stage 6-2. On your approach to the third chandelier, hit the floor with your Whip, straight down. One of the rocks on the ground will disappear to reveal a stairway to another bonus area.



Hit the floor between the second and third chandeliers in Stage 6-2 to reveal a stairway.

Stage 9-2 is full of very strong magnetic rocks. You'll come to one of these rocks on a platform with a stairway on either side. Climb the platform and stand next to the rock. Then, when the magnetic power of the rock is temporarily gone, jump to the next platform. You'll be mysteriously sent to another bonus area for a short time. Hit as many Candlesticks as you can and collect the items that fall before you're sent back.



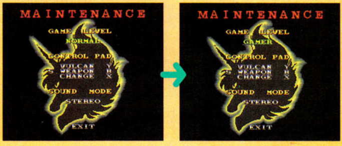
By leaping to a high platform in Stage 9-2 you can zip to another bonus-filled area.

U.N. SQUADRON

■ FROM AGENT #712

Gamer Level

If you're looking for a real challenge in this world-saving Mission, you can check out the incredible Gamer Level of difficulty with a quick button-pressing maneuver. Select the option screen and single out the Game Level entry. Then press and hold the A and X Buttons on Controller II and tap Right on the Controller I Control Pad until the Game Level selection reads "Gamer". When you exit the option screen and begin the game, the enemy forces will be at their toughest. Good luck!



MAINTENANCE
GAME LEVEL
NORMAL
CONTROL PAD
VULCAN Y
WEAPON B
CHANGE X
SOUND MODE
STEREO
EXIT

MAINTENANCE
GAME LEVEL
GAMER
CONTROL PAD
VULCAN Y
WEAPON B
CHANGE X
SOUND MODE
STEREO
EXIT

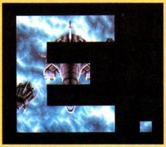
While you're holding the A and X Buttons on Controller II, press Right on the Controller I Control Pad to select the Gamer Level.

SUPER E.D.F. EARTH DEFENSE FORCE

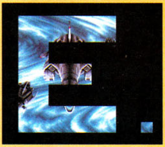
■ FROM AGENT #117

Change In The Weather

Our agents have discovered a code that creates a change in the Super E.D.F. demo. As the huge letters "E.D.F." slide onto the screen, you'll see several ships flying over the planet's surface. On Controller II, Press and hold the Start Button and Up on the Control Pad. Then press the Reset Button on the Control Deck. You'll see the same opening scene with dramatically different weather on the surface.



The normal demo shows ships flying over a calm Earth atmosphere.



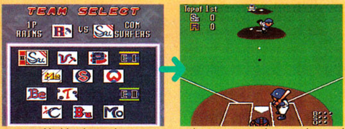
Press and hold Start and Up on Controller II and reset to make a change in the weather.

EXTRA INNINGS

FROM AGENT #123

Switch Sides

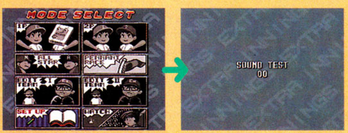
When you challenge a computer controlled team in this Baseball exercise, your team is usually the first to bat. If you'd like to pitch first for a change, you can switch sides by pressing and holding the Select Button while you're choosing your team and opponents. When the game begins, you'll start on the mound.


TEAM SELECT
1P
RAINS
VS
COM
SURFERS
Top of 1st

Press and hold Select to begin your one-player game on the mound instead of the plate.

Sound Test Plus

You can tune-in to the sounds of Extra Innings without actually playing by activating a Sound Test. When the Mode Select screen appears, press the Select Button until the Edit II Team, Set Up or Watch Modes are highlighted. Then press and hold the L and R Buttons and press the Start Button. The Sound Test screen will appear. Press Up, Down, Left or Right on the Control Pad to change the number and press the B Button to listen to the selected sound. If you try this maneuver when any of the other modes in the Mode Select screen are highlighted, you'll call up assorted celebration screens that appear in the game.


MODE SELECT
ALL STAR
PENNANT RACE
EDIT I
EDIT II
SET UP
WATCH
SOUND TEST
00

When one of the last three modes is highlighted, press and hold the L and R Buttons and press Start to call up the Sound Test.

Speed Mode

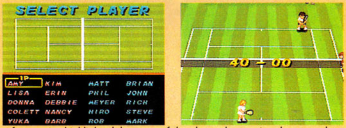
You can dramatically speed up the pace of the game with a quick code. While you're choosing your team, press and hold the L and R Buttons, then press the Start Button to begin the game. The players on both sides will move with at least twice the speed as in a normal game. This will give you the advantage over your opponent if you've got a fast eye and quick reflexes.

SUPER TENNIS

FROM AGENT #015

Power Player

Last issue we discussed a rather long and involved code which allows you to change the abilities of your player and your opponents. Our agents have now discovered a shorter code which will put your player at the top of his or her game in an instant. On the Player Select screen, highlight the name of the player that you intend to choose. Then, on Controller II, press the L Button five times, the X Button once, the R Button seven times and the X Button once again. When you begin playing with the highlighted pro, you'll have incredible speed and power and you'll easily march through the rounds of the tournament.


SELECT PLAYER
1P
AMY
KIM
MATT
BRIAN
LISA
ERIN
PHIL
JOHN
DONNA
DEBBIE
MEYER
RICH
COLETT
NANCY
HIRO
STEVE
YUKA
BARB
ROB
MARK
40 – 00

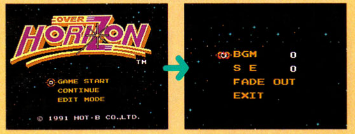
After you've highlighted the name of the player that you're about to select, press the buttons on Controller II in the following order: L, L, L, L, L, X, R, R, R, R, R, R, R, X.

OVER HORIZON

FROM AGENT #707

Sound Test

Here's how to listen to the sounds of Over Horizon before you play the game. Press and hold Up on the Control Pad and the Start and Select Buttons. Then press the Reset Button on the Control Deck. Press Left and Right on the Control Pad to select sounds and press the A Button to start the music and sound effects.


OVER HORIZON
TM
GAME START
CONTINUE
EDIT MODE
© 1991 HOT·B CO.,LTD.
BGM 0
S E 0
FADE OUT
EXIT

Press and hold Up, Start and Select, then press Reset on the Control Deck to call up the Sound Test. This test has a unique Fade Out feature which makes the selected sound fade slowly to nothing.

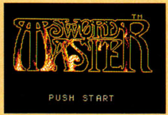
CLASSIFIED INFORMATION

SWORD MASTER

From Agent #389

Unlimited Continues

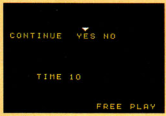
While there are usually only five chances to continue this sword fighting mission, our agents have discovered a code which will allow you unlimited continues. At the title screen, press and hold the Select Button and Down on the Control Pad, then press the Start Button to begin. When the game is over the message "FREE PLAY" will indicate that you can continue as many times as you'd like.



PUSH START

Press and hold Down and Select before you start the game.

Begin your quest to rid the world of menacing monsters.


CONTINUE YES NO

TIME 10

FREE PLAY

The "FREE PLAY" message will appear when your game is over.

You'll have unlimited chances to continue your mission.

ELEVATOR Action®

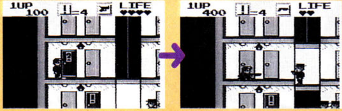
From Agent #777

Mystery Bonus

Our Agents have uncovered the secret behind the Question Mark Doors in this arcade classic. When you open the doors that are marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item that you receive is actually determined by the hundreds digit (third digit from the right) of your score.

Look at the table below to determine what your prize will be if you enter a Question Mark Door when the digit is a certain number.

Hundreds Digit	? Item
0,1	Shotgun
2,3	Machine Gun
4,5	Pistol
6,7	Grenade
8,9	Heart



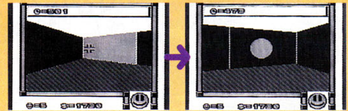
Enter the doors labeled with question marks and earn a wide variety of items.

FACEBALL 2000 TM

From Agent #023

Level 20 Leap

You can take a quick jump from Level 10 to Level 20 in this tricky maze game with a super simple warp. As soon as you see the Level 20 exit, turn around 180 degrees and fire at the wall. A new exit will open up, leading you to Level 20.

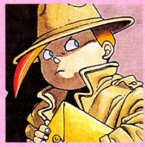

When you reach the exit to Level 10, turn and fire. You'll reveal a warp to Level 20.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

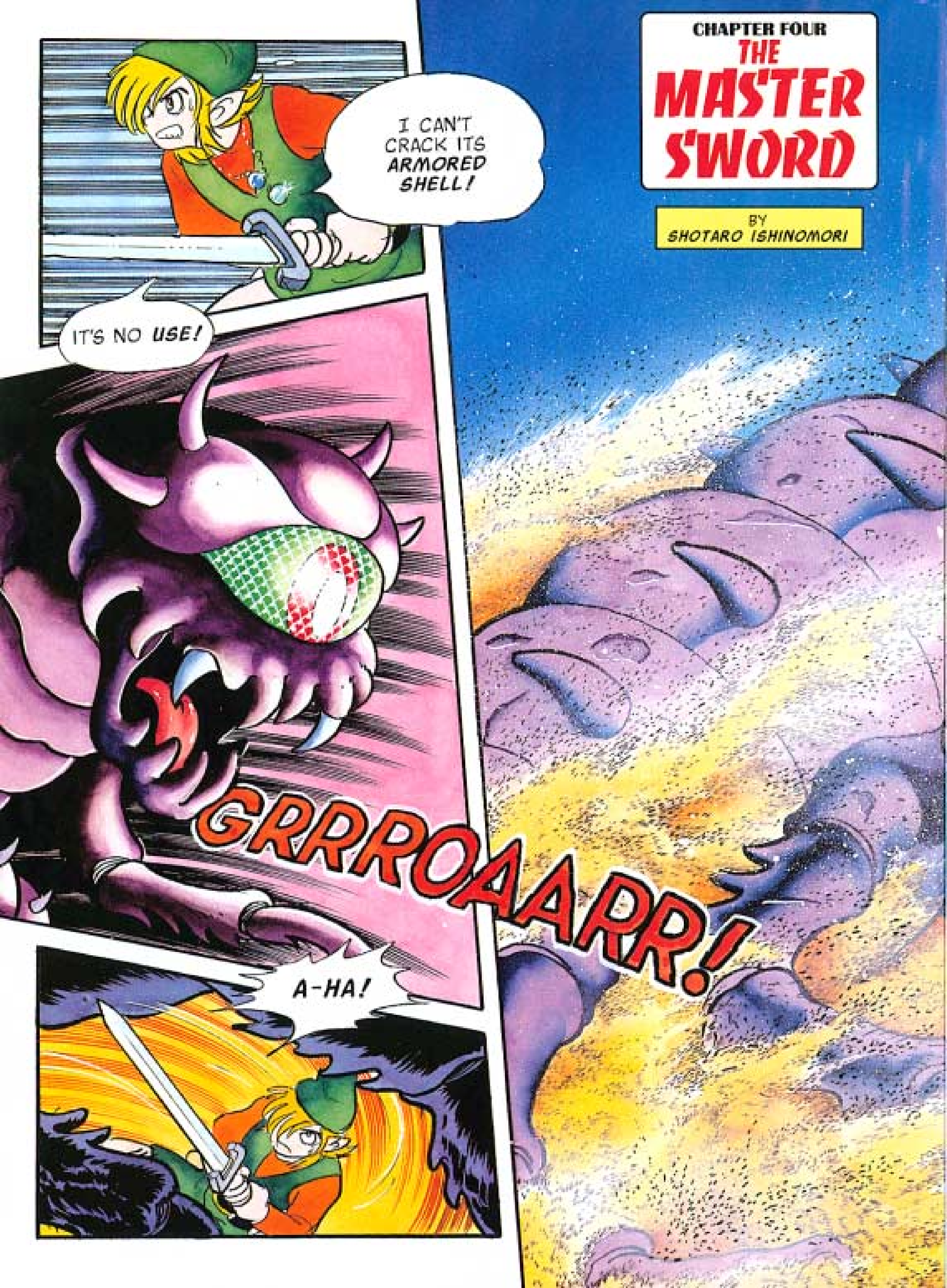
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



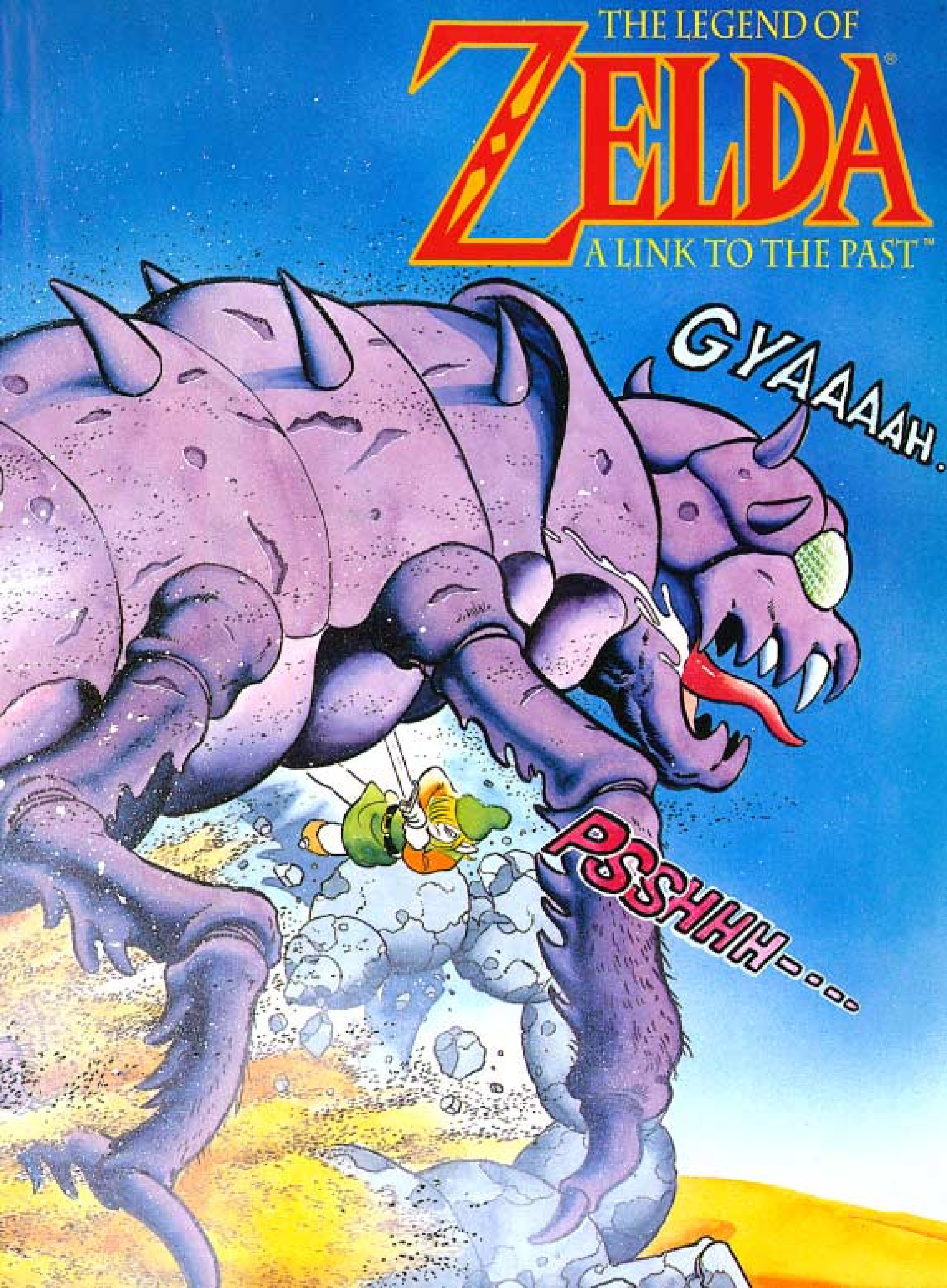
CHAPTER FOUR

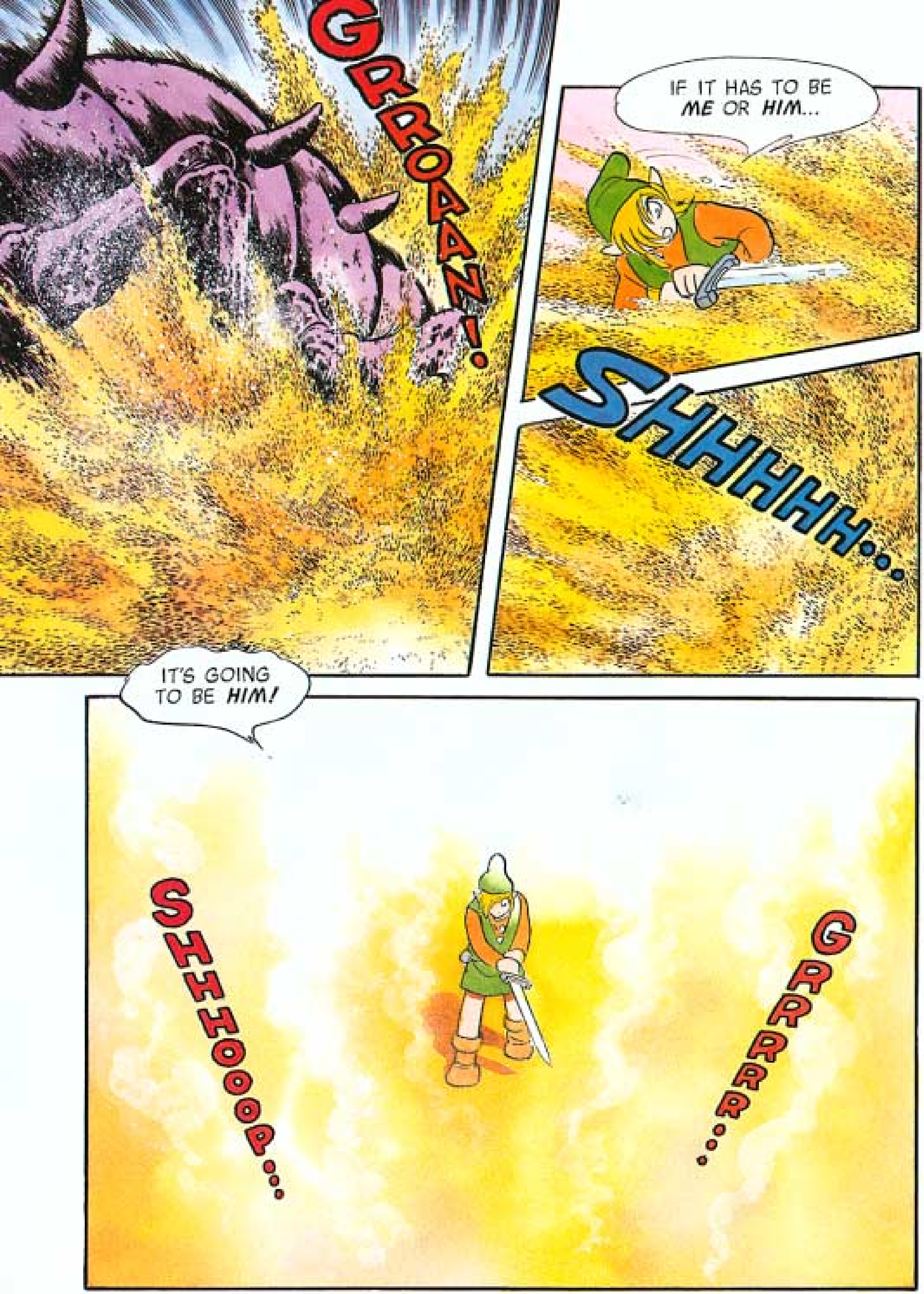
THE MASTER SWORD

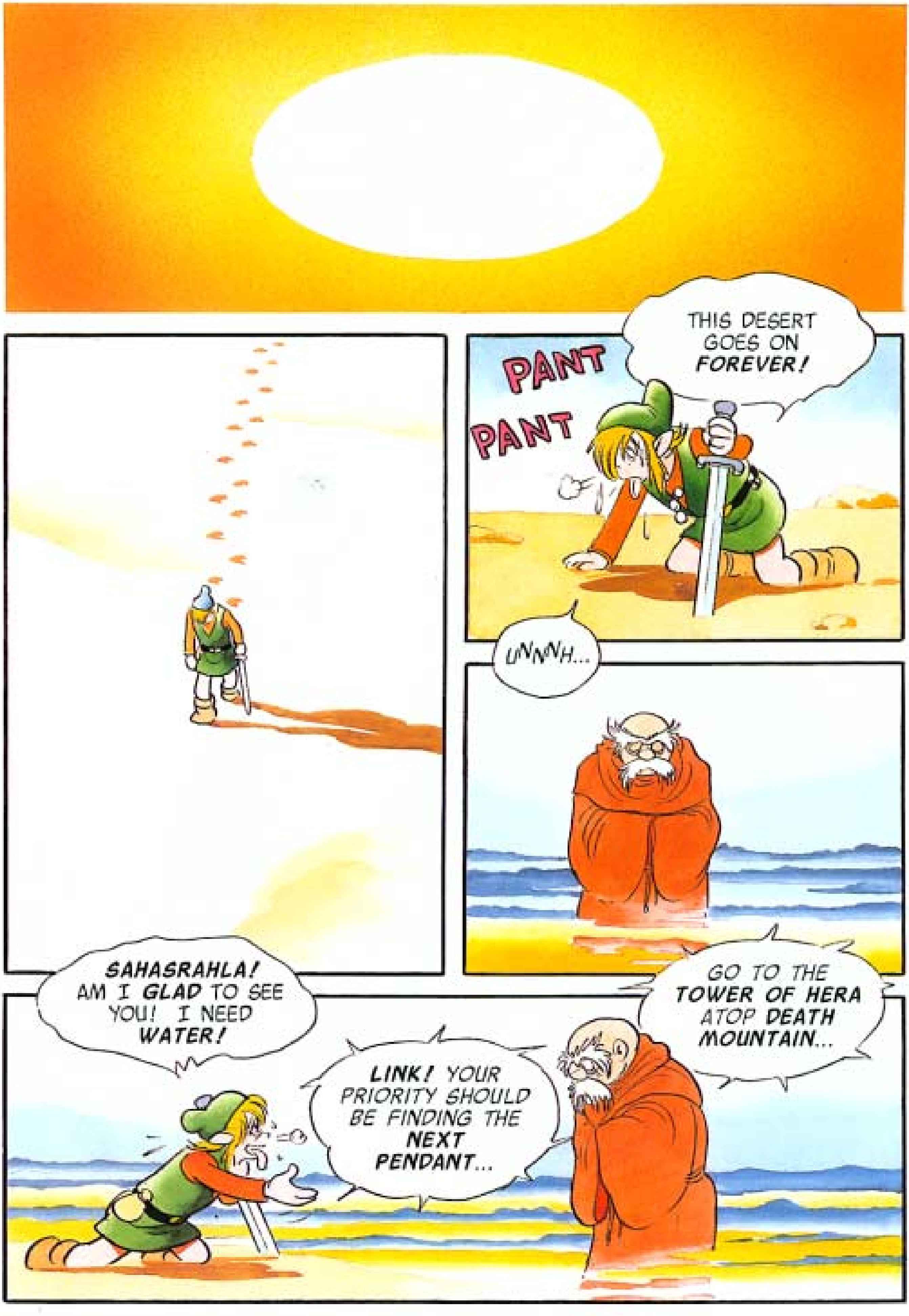
BY SHOTARO ISHINOMORI

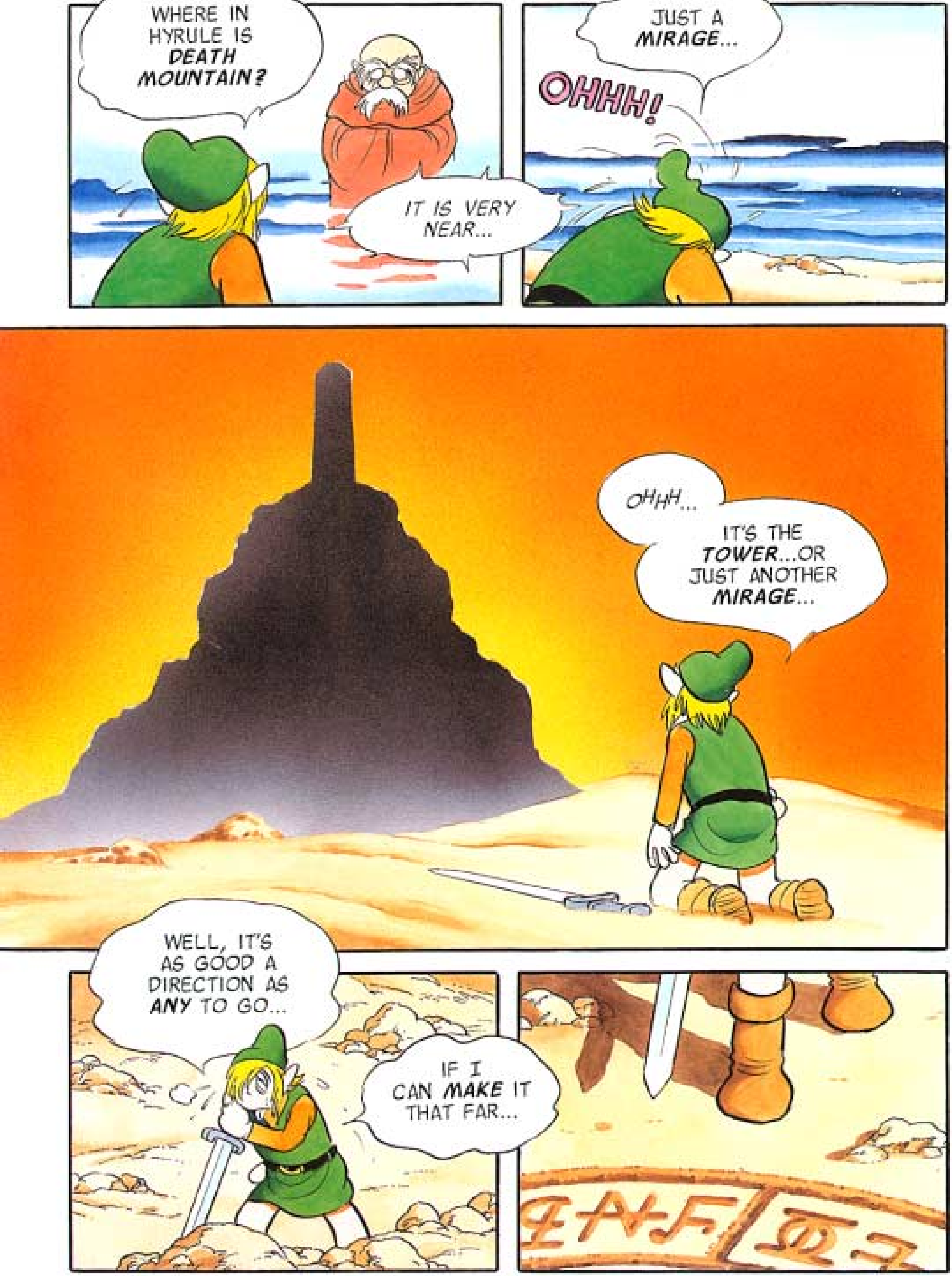

I CAN'T CRACK ITS *ARMORED SHELL!*
IT'S NO *USE!*
GRRROAARR!
A-HA!

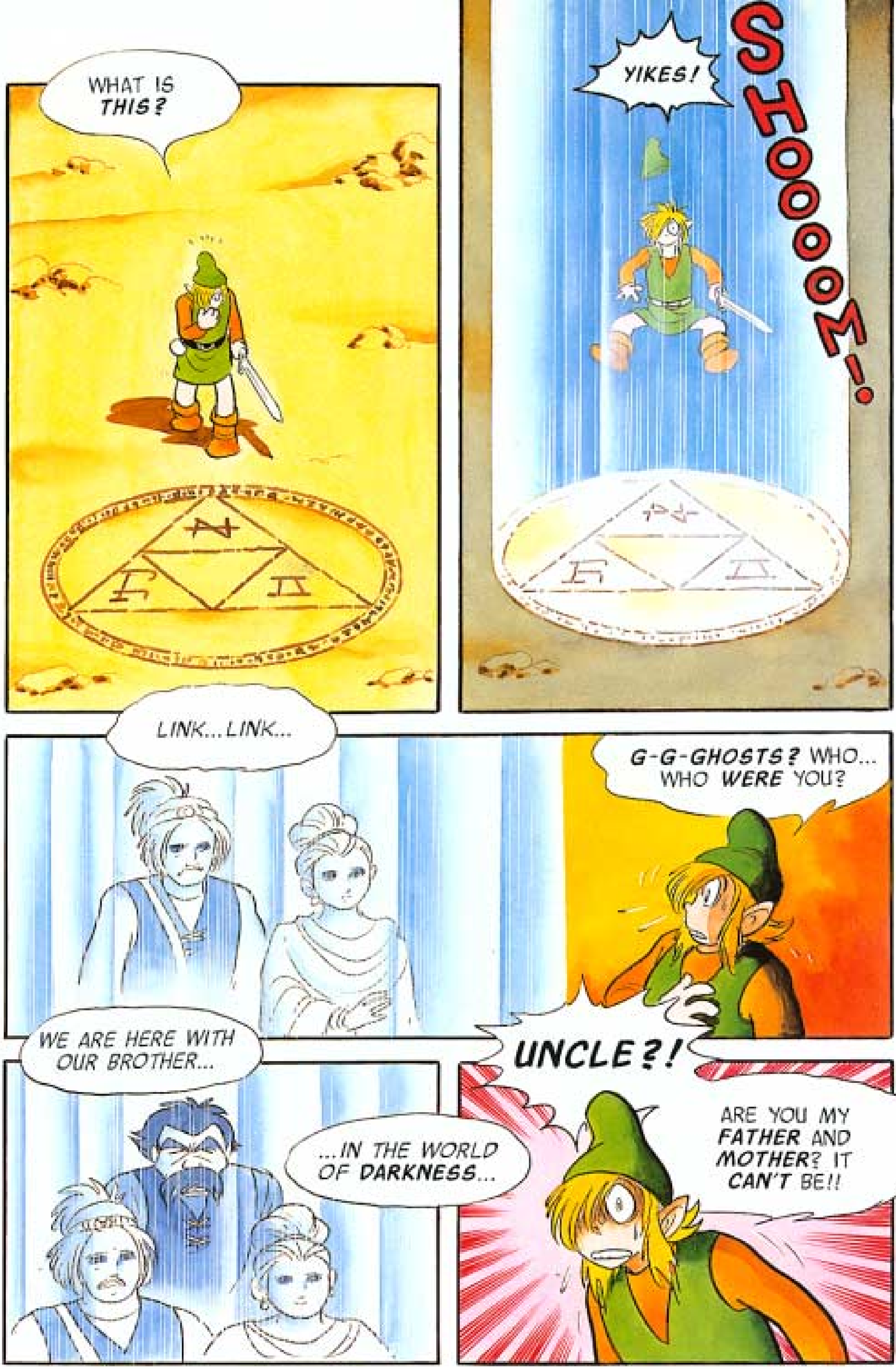
THE LEGEND OF ZELDA®
A LINK TO THE PAST™

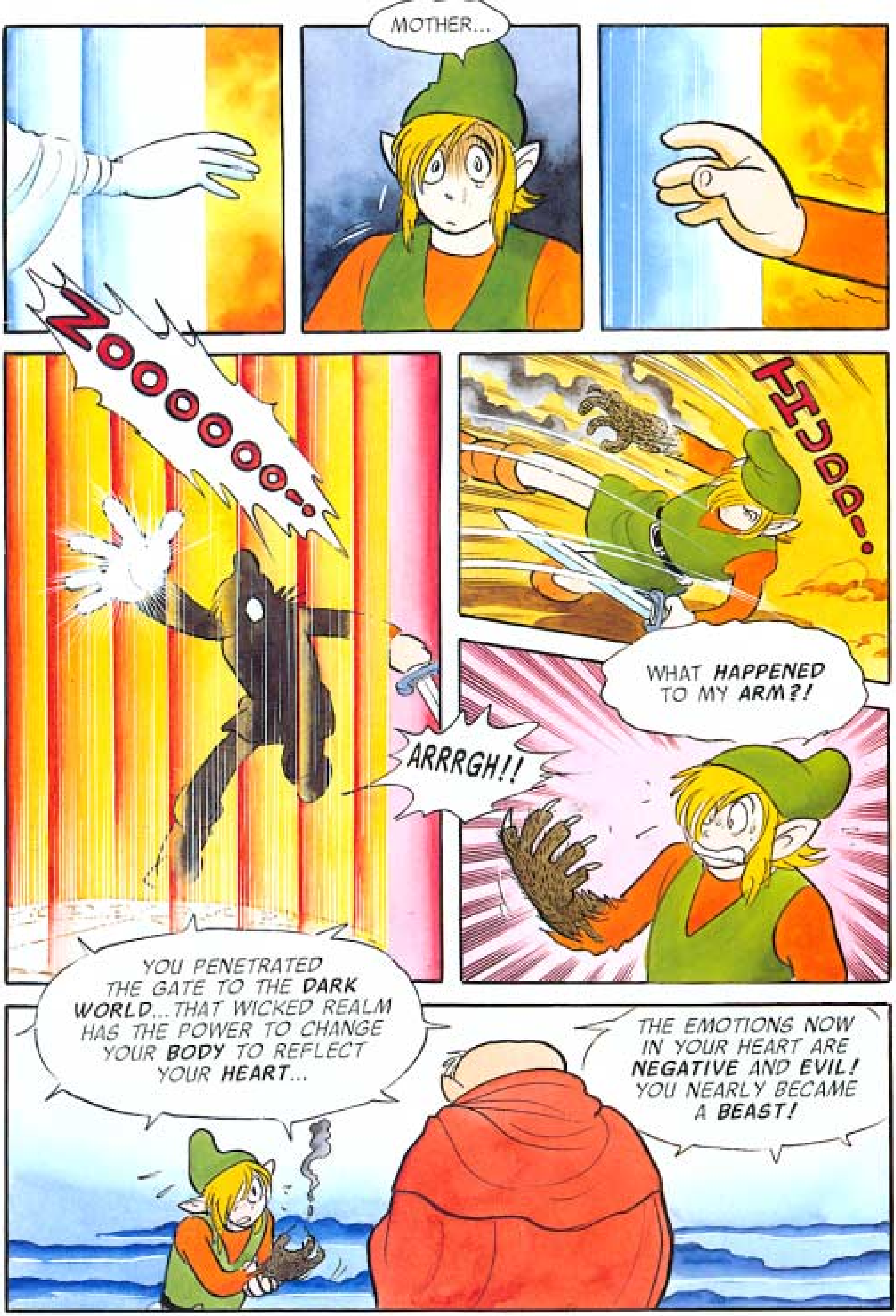

GYAAAAH...
PSSHHH—...

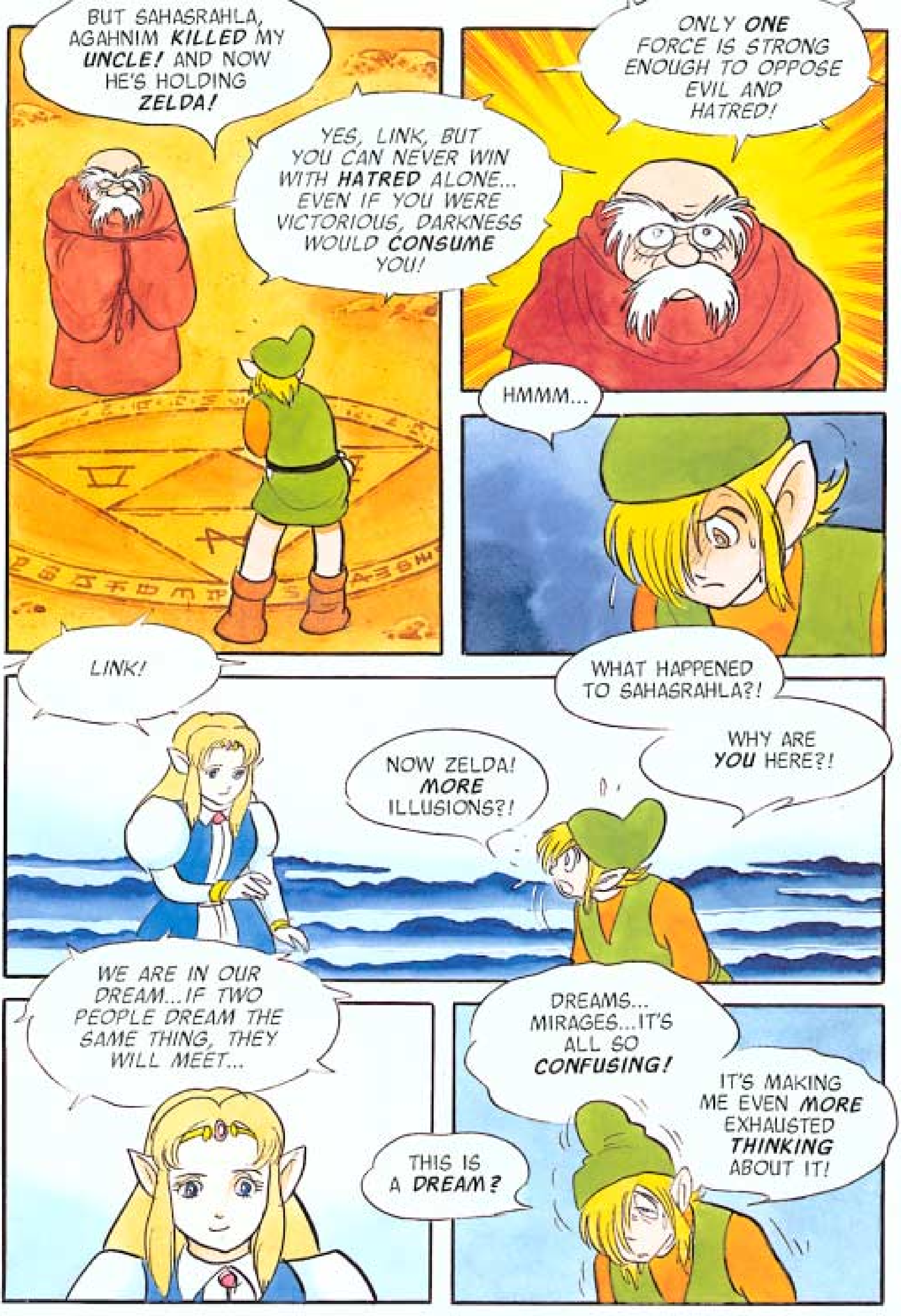

GRROAAN!
IF IT HAS TO BE *ME* OR *HIM*...
SHHHHH...
IT'S GOING TO BE *HIM!*
SHHOOOP...
GRRRRR...

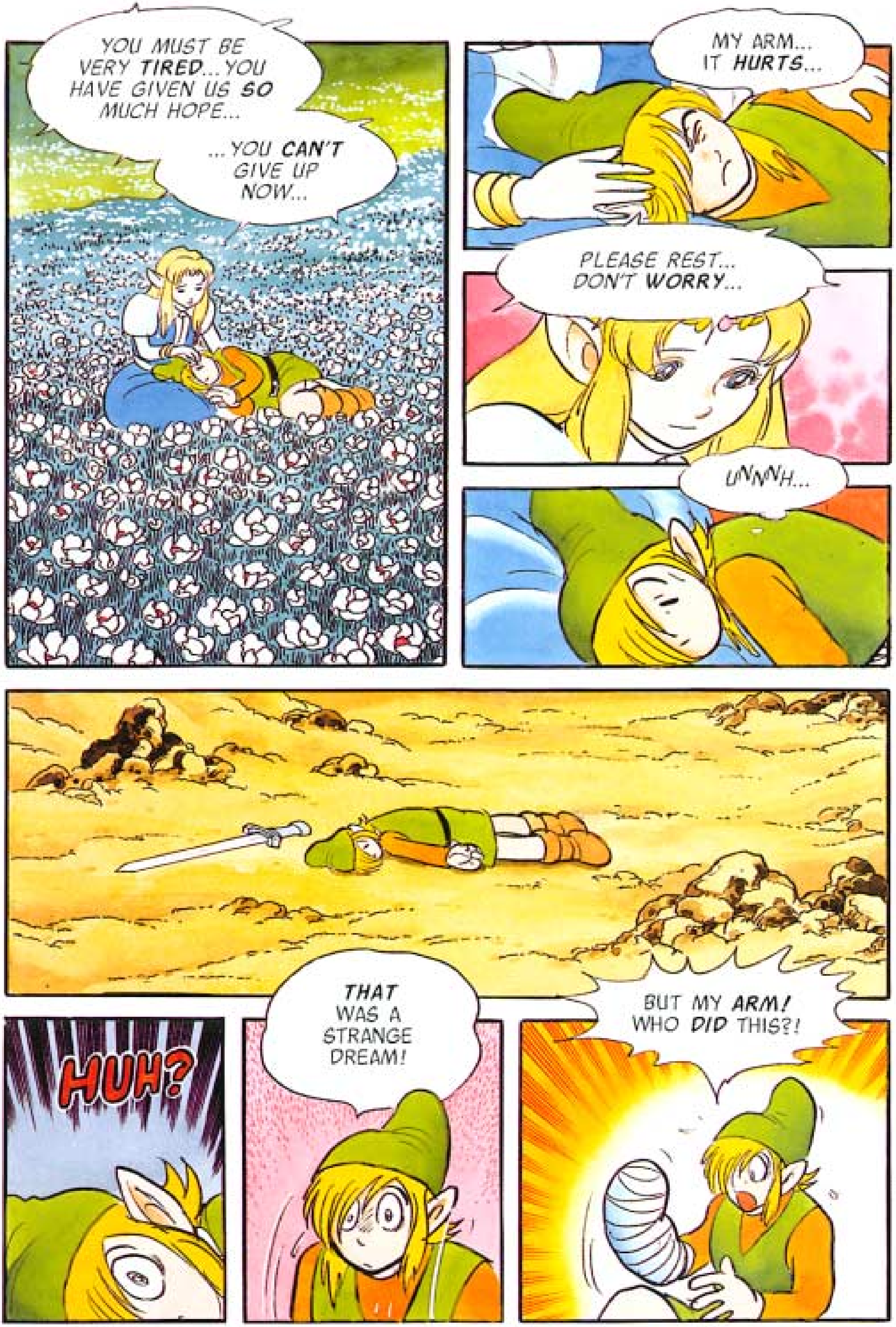

PANT
PANT
THIS DESERT GOES ON FOREVER!
UNNNH...
SAHASRAHLA! AM I GLAD TO SEE YOU! I NEED WATER!
LINK! YOUR PRIORITY SHOULD BE FINDING THE NEXT PENDANT...
GO TO THE TOWER OF HERA ATOP DEATH MOUNTAIN...

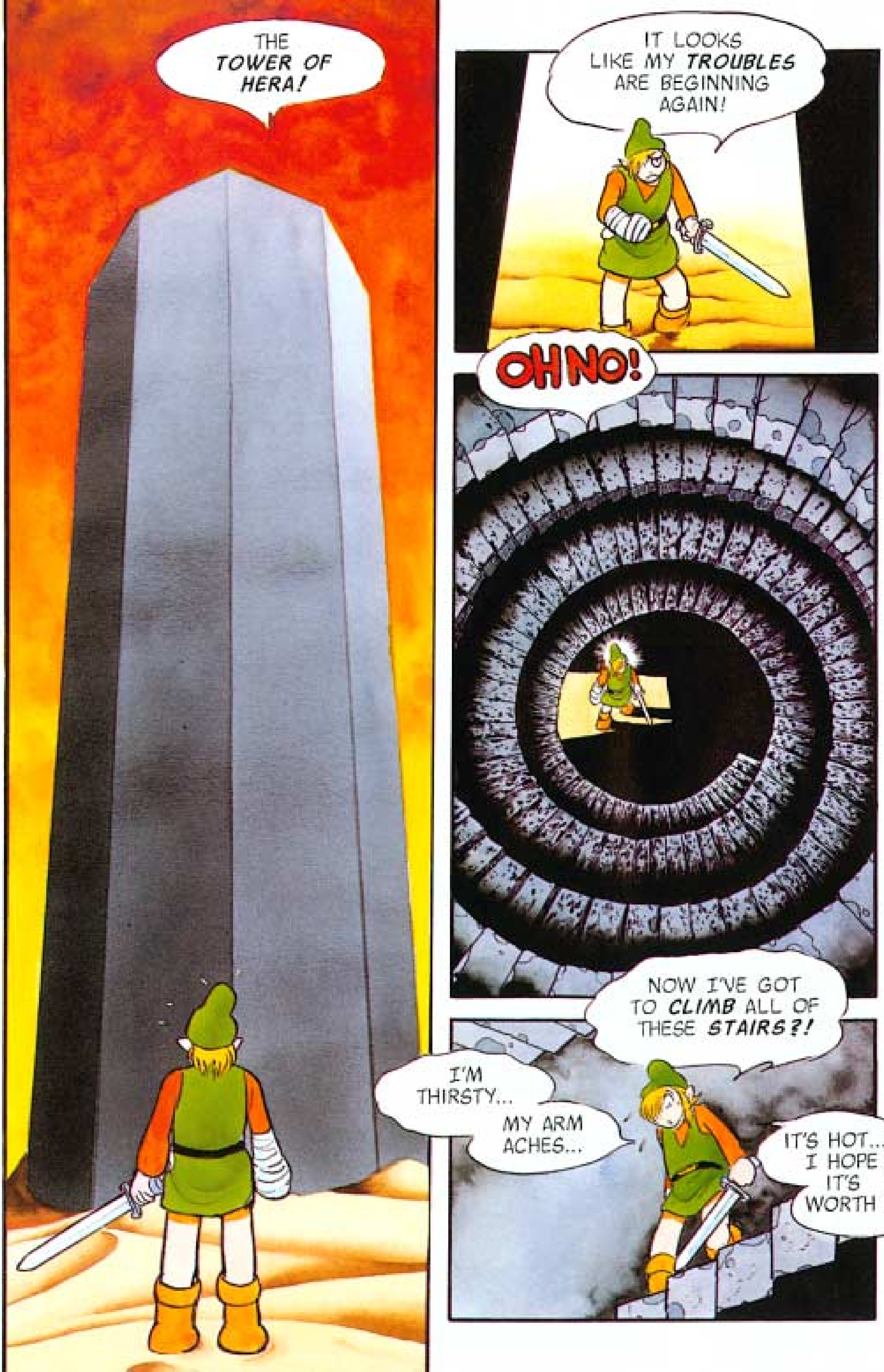

WHERE IN HYRULE IS **DEATH MOUNTAIN?**
IT IS VERY NEAR...
JUST A **MIRAGE**...
OHHH!
OHHH...
IT'S THE **TOWER**...OR JUST ANOTHER **MIRAGE**...
WELL, IT'S AS GOOD A DIRECTION AS **ANY** TO GO...
IF I CAN **MAKE** IT THAT FAR...

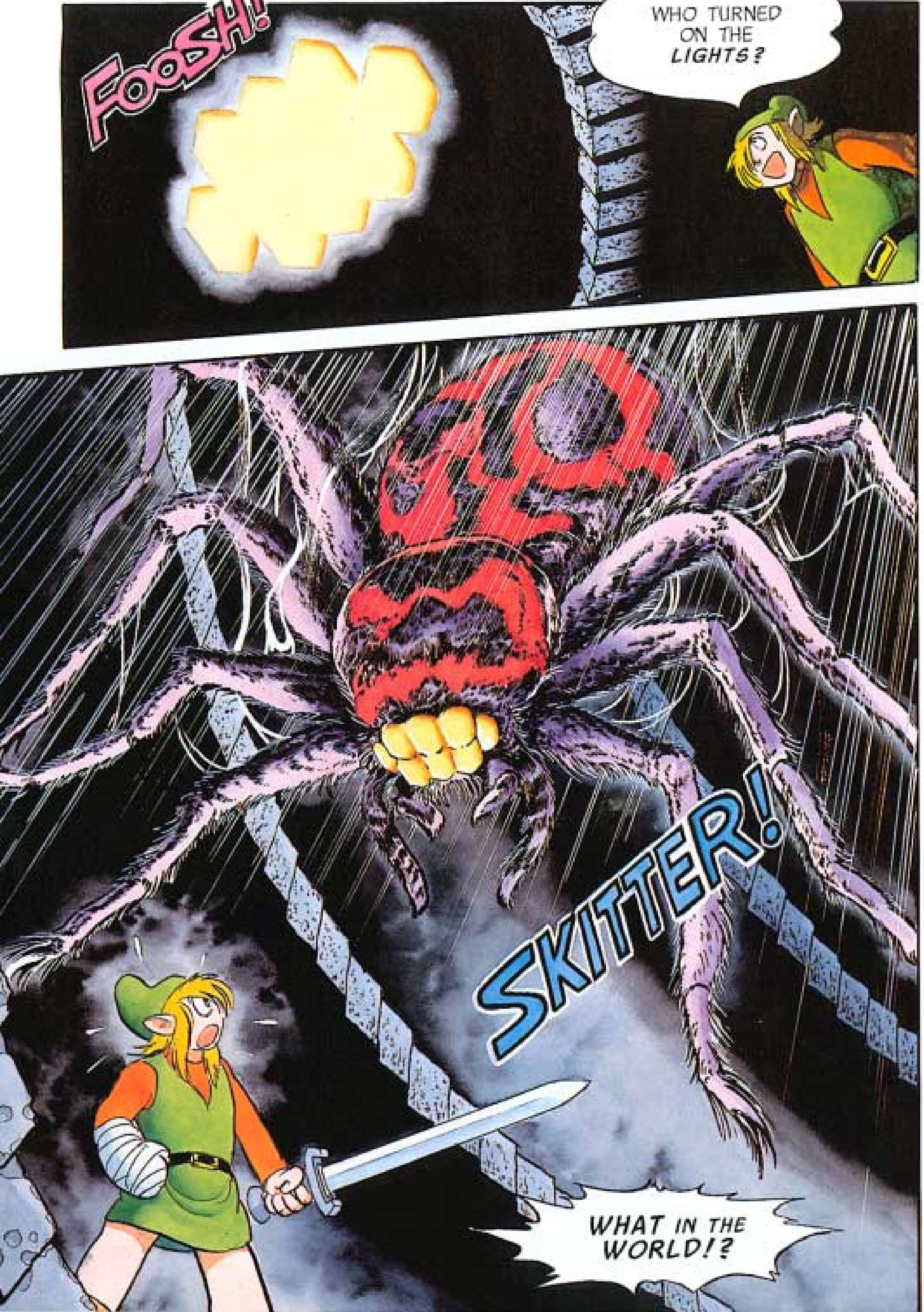

WHAT IS THIS?
YIKES!
SHOOOOM!
LINK...LINK...
G-G-GHOSTS? WHO... WHO WERE YOU?
WE ARE HERE WITH OUR BROTHER...
...IN THE WORLD OF DARKNESS...
UNCLE?!
ARE YOU MY FATHER AND MOTHER? IT CAN'T BE!!

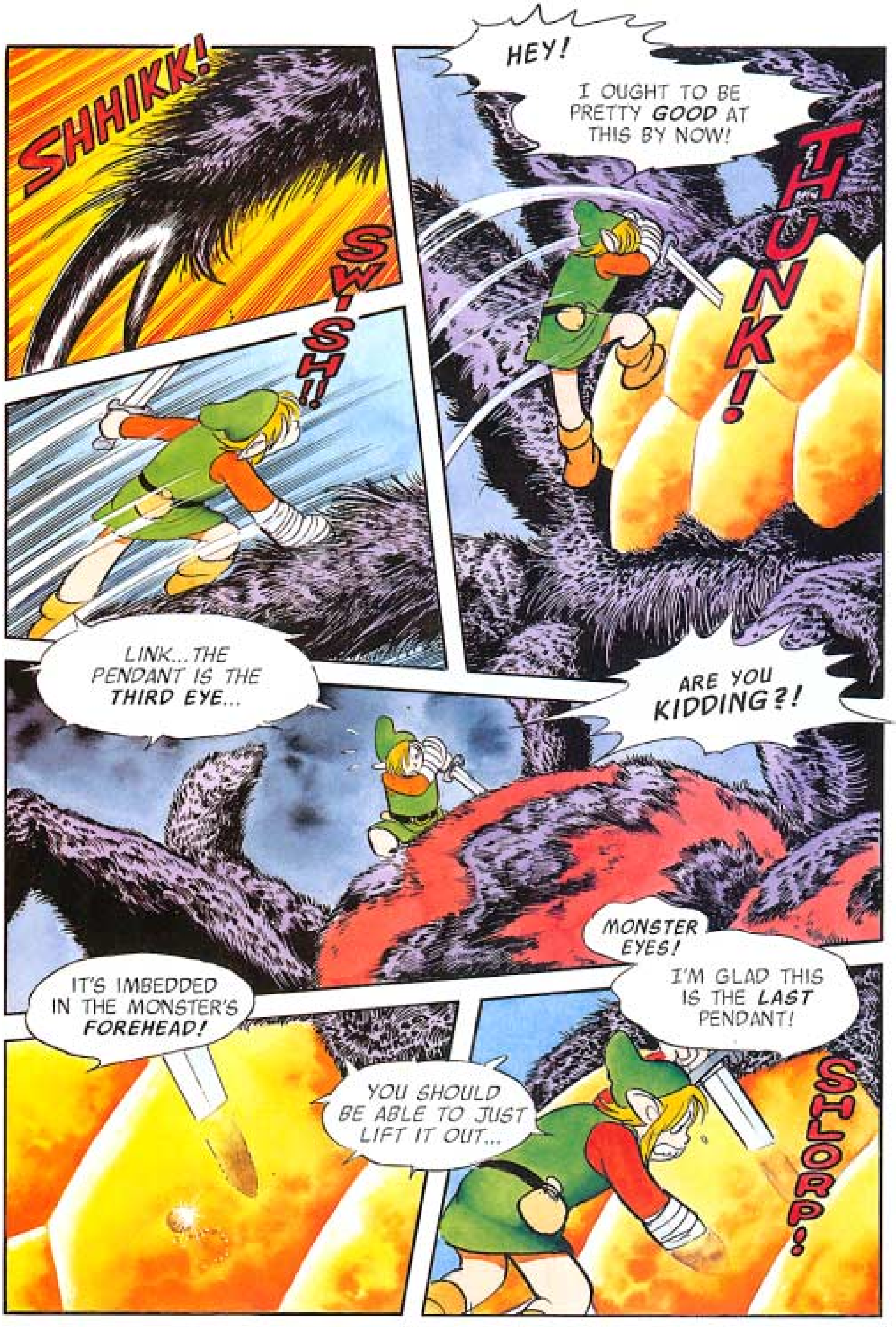

MOTHER...
ZOOOOOO-!
THUDD!
WHAT HAPPENED TO MY ARM?!
ARRRGH!!
YOU PENETRATED THE GATE TO THE DARK WORLD...THAT WICKED REALM HAS THE POWER TO CHANGE YOUR BODY TO REFLECT YOUR HEART...
THE EMOTIONS NOW IN YOUR HEART ARE NEGATIVE AND EVIL! YOU NEARLY BECAME A BEAST!

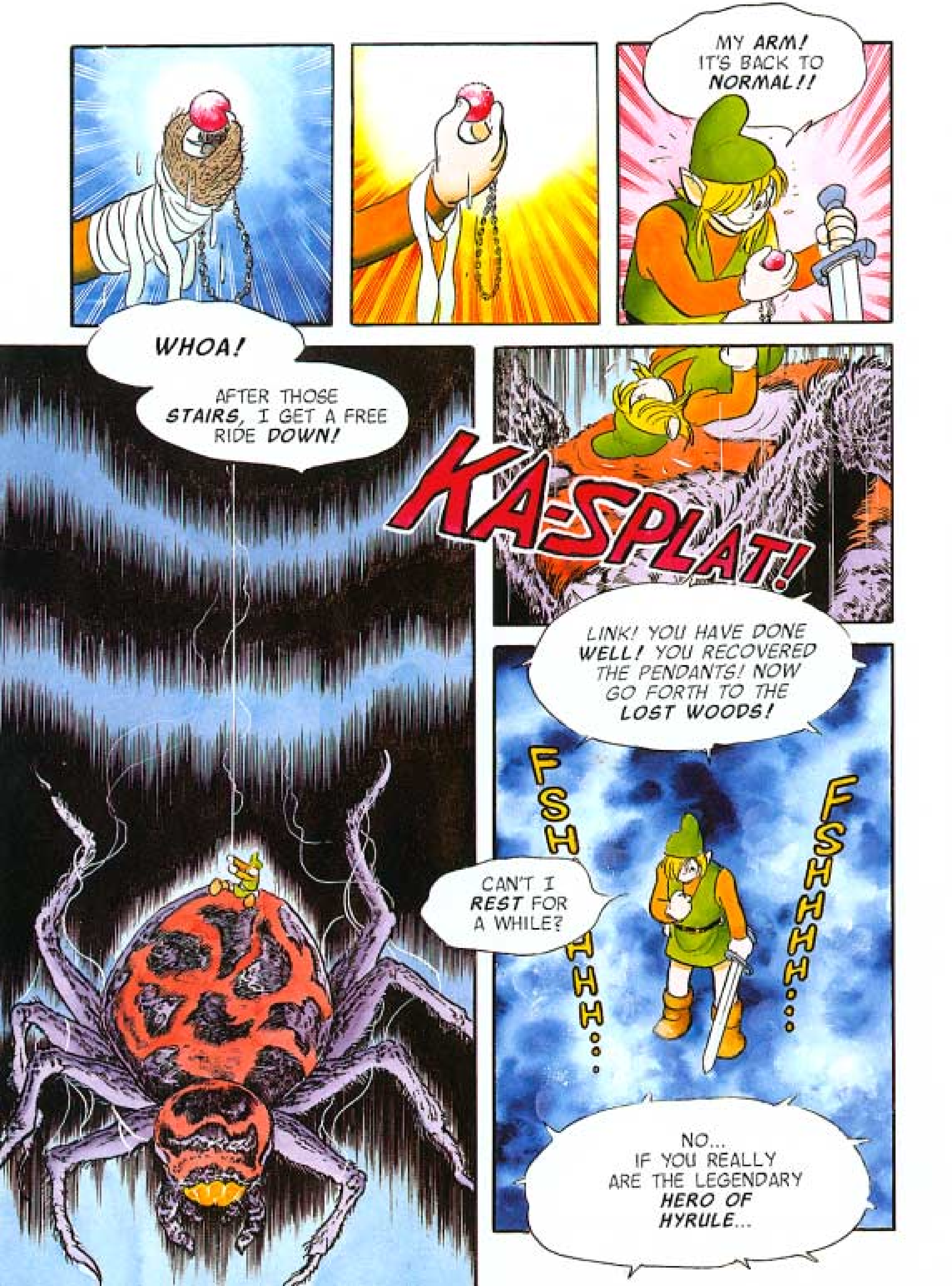

BUT SAHASRAHLA, AGAHNIM **KILLED** MY **UNCLE!** AND NOW HE'S HOLDING **ZELDA!**
YES, LINK, BUT YOU CAN NEVER WIN WITH **HATRED** ALONE... EVEN IF YOU WERE VICTORIOUS, DARKNESS WOULD **CONSUME** YOU!
ONLY **ONE** FORCE IS STRONG ENOUGH TO OPPOSE EVIL AND HATRED!
HMMM...
LINK!
WHAT HAPPENED TO SAHASRAHLA?!
NOW ZELDA! **MORE** ILLUSIONS?!
WHY ARE **YOU** HERE?!
WE ARE IN OUR DREAM... IF TWO PEOPLE DREAM THE SAME THING, THEY WILL MEET...
THIS IS A **DREAM?**
DREAMS... MIRAGES... IT'S ALL SO **CONFUSING!**
IT'S MAKING ME EVEN **MORE** EXHAUSTED **THINKING** ABOUT IT!

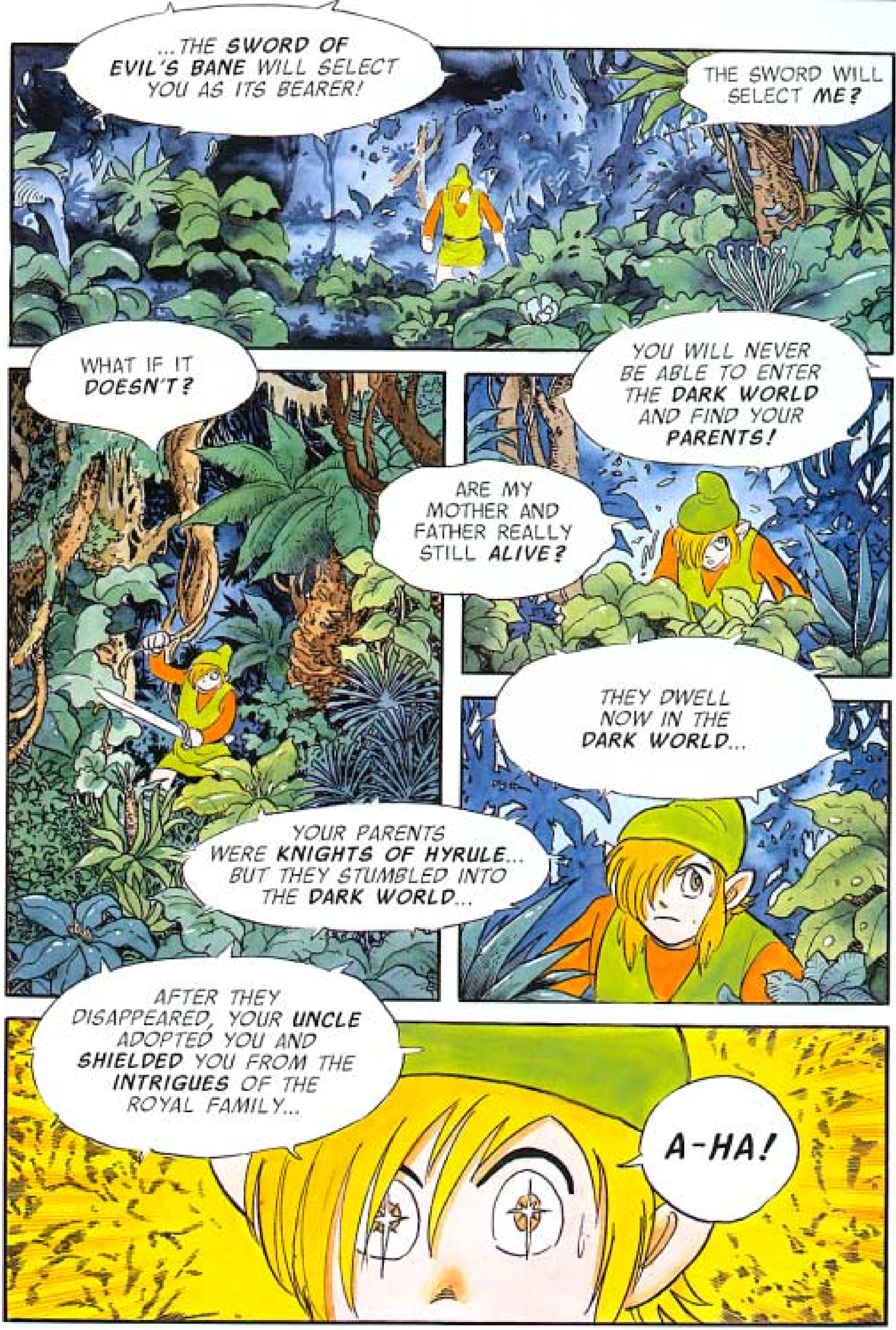

YOU MUST BE VERY **TIRED**...YOU HAVE GIVEN US **SO** MUCH HOPE...
...YOU **CAN'T** GIVE UP NOW...
MY ARM... IT **HURTS**...
PLEASE REST... DON'T **WORRY**...
UNNNH...
HUH?
THAT WAS A STRANGE DREAM!
BUT MY **ARM!** WHO **DID** THIS?!

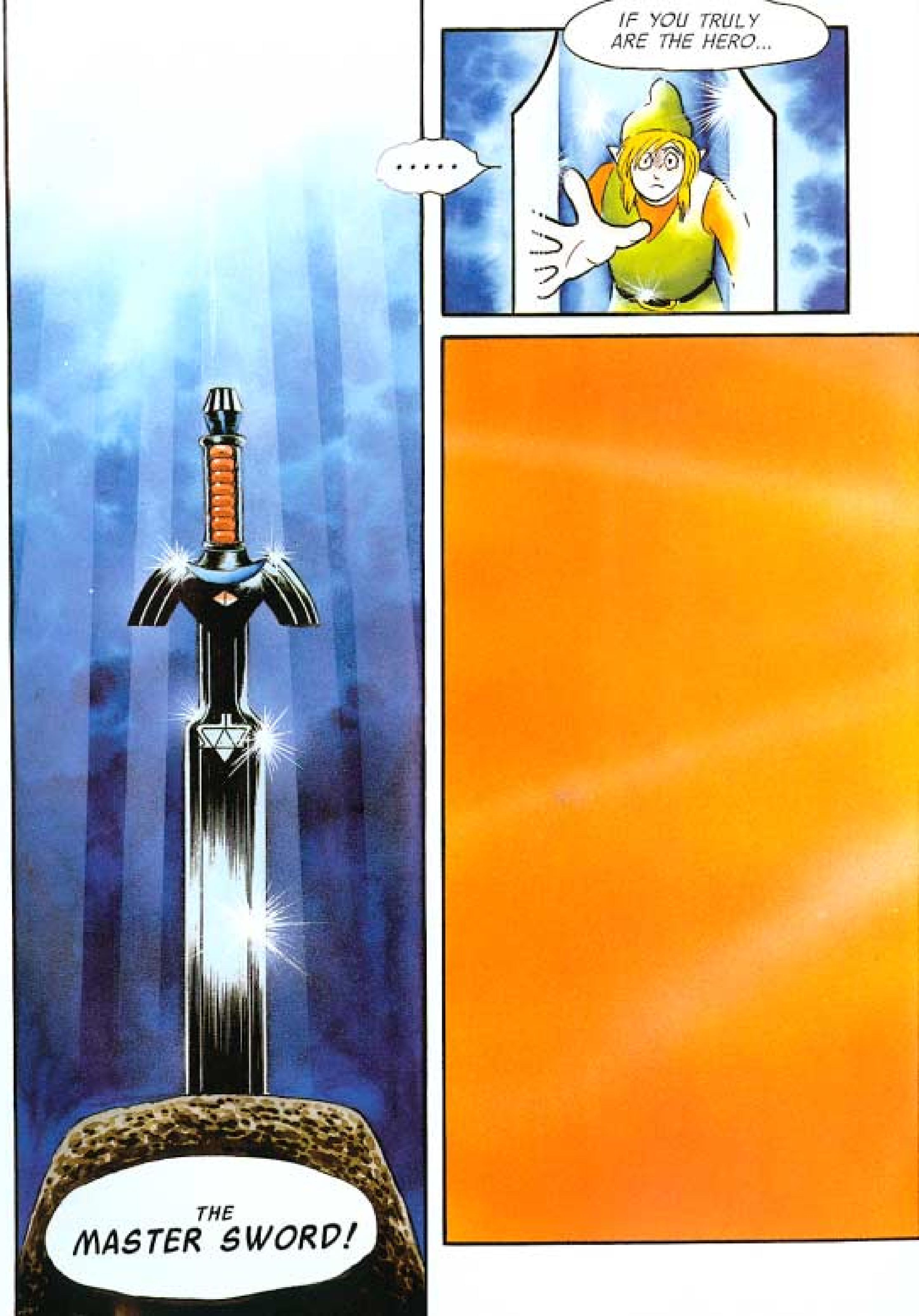

THE *TOWER OF HERA!*
IT LOOKS LIKE MY ***TROUBLES*** ARE BEGINNING AGAIN!
OH NO!
NOW I'VE GOT TO ***CLIMB*** ALL OF THESE ***STAIRS?!***
I'M THIRSTY...
MY ARM ACHES...
IT'S HOT... I HOPE IT'S WORTH IT!

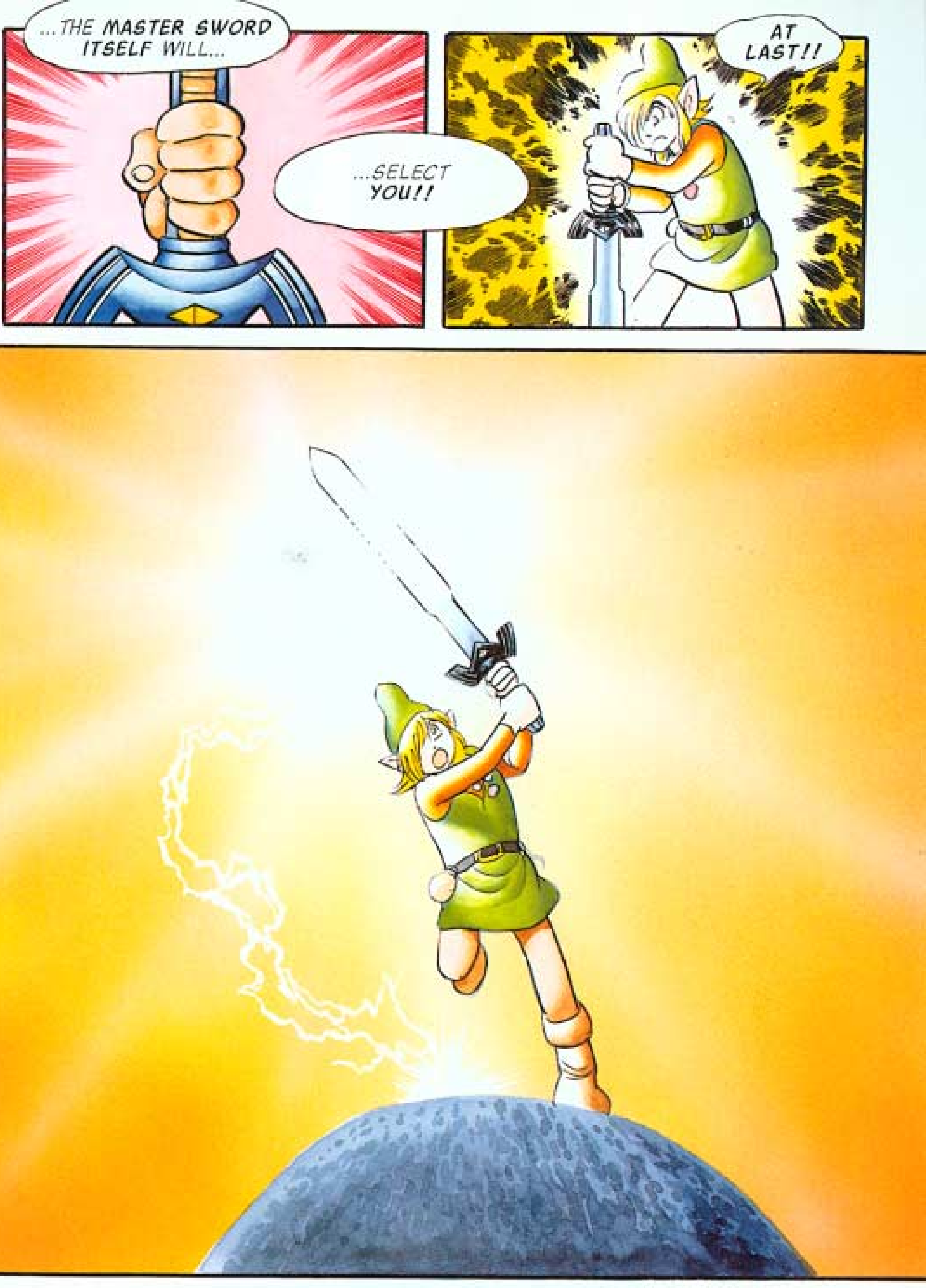

FOOSH!
WHO TURNED ON THE *LIGHTS?*
SKITTER!
WHAT IN THE WORLD!?


SHHIKK!
SWISH!
HEY!
I OUGHT TO BE PRETTY *GOOD* AT THIS BY NOW!
THUNK!
LINK... THE PENDANT IS THE *THIRD EYE*...
ARE YOU KIDDING?!
MONSTER EYES!
IT'S IMBEDDED IN THE MONSTER'S *FOREHEAD!*
I'M GLAD THIS IS THE *LAST* PENDANT!
YOU SHOULD BE ABLE TO JUST LIFT IT OUT...
SHLORP!


MY ARM! IT'S BACK TO NORMAL!!
WHOA!
AFTER THOSE STAIRS, I GET A FREE RIDE DOWN!
KA-SPLAT!
LINK! YOU HAVE DONE WELL! YOU RECOVERED THE PENDANTS! NOW GO FORTH TO THE LOST WOODS!
FSHHHHH...
CAN'T I REST FOR A WHILE?
FSHHHHH...
NO... IF YOU REALLY ARE THE LEGENDARY HERO OF HYRULE...


...THE **SWORD OF EVIL'S BANE** WILL SELECT YOU AS ITS BEARER!
THE SWORD WILL SELECT **ME?**
WHAT IF IT **DOESN'T?**
YOU WILL NEVER BE ABLE TO ENTER THE **DARK WORLD** AND FIND YOUR **PARENTS!**
ARE MY MOTHER AND FATHER REALLY STILL **ALIVE?**
THEY DWELL NOW IN THE **DARK WORLD**...
YOUR PARENTS WERE **KNIGHTS OF HYRULE**... BUT THEY STUMBLED INTO THE **DARK WORLD**...
AFTER THEY DISAPPEARED, YOUR **UNCLE** ADOPTED YOU AND **SHIELDED** YOU FROM THE **INTRIGUES** OF THE ROYAL FAMILY...
A-HA!


IF YOU TRULY ARE THE HERO...
......
THE MASTER SWORD!


...THE MASTER SWORD ITSELF WILL...
...SELECT YOU!!
AT LAST!!

TO BE CONTINUED...

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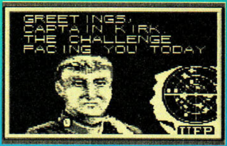
STAR TREK®

TO SEEK OUT NEW SYSTEMS...

The crew of the Starship U.S.S. Enterprise™ is seeking out a Game Boy in your galaxy. It may even be your Game Boy! Captain James T. Kirk and his loyal crew will be beaming down for their next new adventure. The Game Boy version of Star Trek is quite long. Scenes vary from space-fighting action where you pilot the U.S.S. Enterprise to scenes on various planets in which you, as Captain Kirk, must find the pieces of a disassembled super weapon which the Federation has created. Once again, those terrible Klingons have thrown a wrench in the works! This time they may have gone too far. Their actions could have grave consequences for the entire population of the galaxy. Use your skills to help Captain Kirk complete this critical mission. The fate of the galaxy is in his hands. It's in your hands, too!

ESTABLISH YOUR MISSION

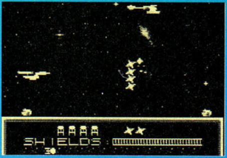
At the beginning of your mission, Admiral McQuilkin from Star Base 4 will tell you all about your goal. A proto-matter fusion disruptor was built to combat the Doomsday Machine, an enormous planet-killing machine. When the disruptor was completed and installed on the U.S.S. Excalibur, it was to be taken to Sector 9 to wait for the Doomsday Machine. The Klingons, not knowing what the disruptor was intended to be used for, feared that it would be used against them and their empire. They stole it and then quickly disassembled it. The Klingons have unwittingly doomed countless worlds to extinction. Twelve pieces of the disruptor have been hidden on three different planets. Your mission is to recover the pieces of the disruptor and stop the planet killer.



GREETINGS,
CAPTAIN KIRK.
THE CHALLENGE
FACING YOU TODAY

BOARD THE ENTERPRISE

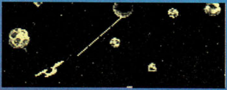
The Starship U.S.S. Enterprise is much more maneuverable than it may appear to be. The ship is an extremely powerful fighting machine, as well. It is armed with an unlimited supply of Phasers and is loaded up with four devastating Photon charges before each mission. The Photon charges, although limited in their number, will blast through any obstacle in their way. They will take out asteroids, amoebas and alien ships. Use them only when you get in tight spots. Press the B Button to shoot a Photon. A single Photon shot will spread out into four separate energy blasts. It will cut a wide swath through space. There's no need to contact Scotty to get a status report on your ship because the status of your shields and firepower is displayed at all times right on the screen.



You can take a direct hit from an asteroid, but the power of your shields will be reduced. An "avoid it or shoot it" attitude is the key to survival!

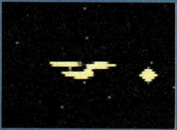
★ BLAST AWAY

The U.S.S. Enterprise can shoot its Phasers in any one of five directions. Adjust the direction of the shot with the directional control. It's very simple to understand, but may take a bit of practice to perfect. Increase or decrease the range of the Phaser by pushing the Start Button and accessing the control panel screen.



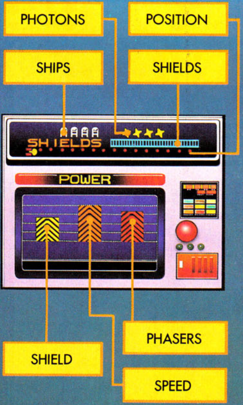
★ POWER-UP

This handy item is a Power-Up boost for the U.S.S. Enterprise's Shields. The items appear at the top of the screen and drift toward the bottom. Pick up every one of these that you can. They are extremely important. If you pick one up when your Shield level is completely full, you will receive a 1-Up!



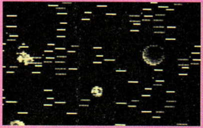
★ CONTROL PANEL

When the game begins, the Shields, Speed and Phasers are given equal amounts of power from the engine room. The total level of power will always remain constant. However, you can divert power to or away from one of the three functions by moving the arrow to the desired function and then pressing Up or Down on the directional control. If you want to get through a certain area quickly, increase the power of the Speed function. However, your Shield and Phasers may be lacking in power if you choose to increase your Speed.



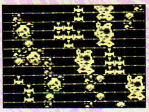
HYPER-WARP!

Going through the warps which appear in the shooting stages is a great way to gain ground (or should we say gain space). Each warp looks like a small patch of twinkling stars. Run into it from any angle and the ship will be accelerated forward at hyper-speed for a short period of time.



SHOOTING STAGES

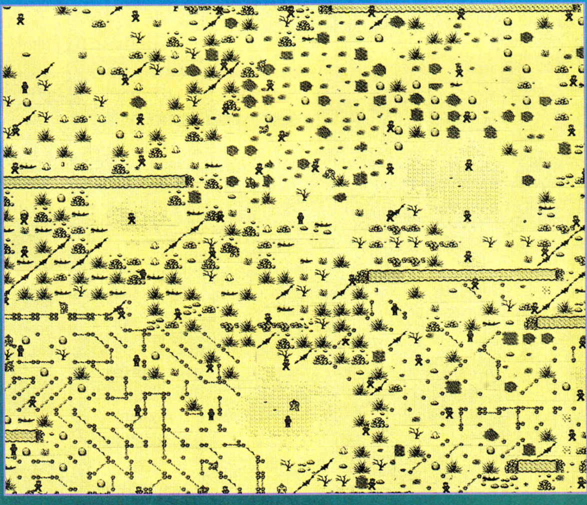
There are several types of shooting stages throughout the game. All of them scroll horizontally. There are treacherous asteroid belts which may seem overwhelming at times because there are so many asteroids floating around the U.S.S. Enterprise. The Amoeba fields are really strange. It's like the ship is flying through slime. There are also stages with asteroids and enemy Klingon ships. The Klingons have several methods of attack. Dodging them is one of the best defenses.



The asteroids, amoebas and enemy Klingon ships appear on the screen randomly. There is no pattern to memorize. Your skill as a Starship Captain is the only thing that will get you through the treacherous territory.

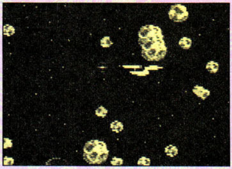
PLANET NEURAL

Planet Neural is the first planet which the crew of the U.S.S. Enterprise will come across. It's a very desolate place. The Klingons have hidden four pieces of the disruptor under large stones. Captain Kirk must use his Tricorder to locate all of them. Avoid the thorny bushes at all costs—they are poisonous and reduce Kirk's health. Use your Phaser to destroy them. The four pieces of the disrupter are found in different locations each time you play.



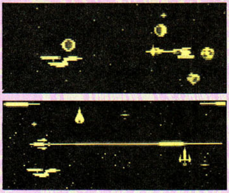
ASTEROID BELTS

The various asteroid belts are composed of stone space debris. There are only three sizes of asteroids. The smaller asteroids tend to move faster. The large asteroids are slow-moving or stationary, but they can also move quickly—especially in the later stages. Some of the larger asteroids are radioactive. Their shrinking and expanding dust clouds can cause a great deal of damage to the Starship's shields. You can shoot them when the cloud shrinks.



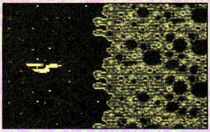
ENEMY SHIPS

Several types of ships, piloted by enemies, will attack the Starship Enterprise. The Klingon Destroyers in the initial stages will send out a round satellite and they will also fire off single Photon charges. The Klingon ships usually move in an oval motion. The Romulan ships are much more difficult, especially when they utilize their powerful weapons and cloaking devices to become invisible. Wait until you see the Tholian Drones!



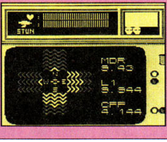
AMOEBA FIELDS

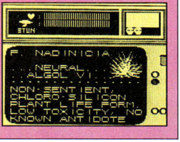
The Amoeba Fields are not very long, but the speed of the ship is reduced quite a bit and the motion of the ship is not easy to control because of the force the Amoeba Field has on it. There aren't many flying amoebas to destroy, so it may be a good idea to increase the Speed function and reduce the Shields and/or Phaser functions.



USE THE TRICORDER!

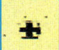
The Tricorder has different uses. Most importantly, it guides you to find the pieces of the disassembled disruptor. The direction which you need to move to locate a piece will be highlighted when you look at the Tricorder reading. The Tricorder also gives you information about the plant life and other formations on each planet. A small question mark will appear on-screen prompting you to access information about a nearby object. This will become more important on the last planet.



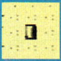


F. NADINICIA
. . .NEURAL. . .
. .ALGOL VI. . . .
NON-SENTIENT,
CHLORO-SILICON
PLANT LIFE FORM.
LOW TOXICITY, NO
KNOWN ANTIDOTE

RANDOM ITEMS



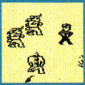
The Medi-Kit boosts Kirk's Health Meter up to full status. Don't get it if it's not needed.

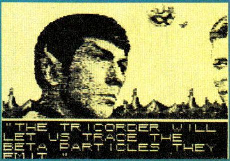


Picking up the Power Pak will max out your level of Phaser ammo. You'll probably need to get it.

PREDICTABLE ENEMIES

The Mugatas which you will encounter on Planet Neural are fairly easy to avoid. Don't waste your Phaser power destroying them unless you are forced to do so.



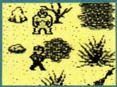


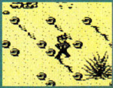
"THE TRICORDER WILL LET US TRACE THE BETA PARTICLES THEY EMIT."

GET THE PIECES

As you know, your mission on each planet is to collect four pieces of the disruptor. It's best to stick to that mission. There's no time limit in this game, but don't waste your time dealing with Mugatas. You don't get points or other help by destroying them, so the only time you should nail them is if they are ganging up on you and you can't find an escape route. To conserve Phaser energy, make sure the setting is on STUN when dealing with the Mugatas. This will give you more than enough time to escape.

Nadinicia. Running into these reduces your Health. Destroy them with your Phaser to clear a path.

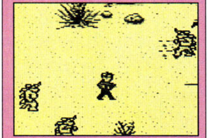




Force Field. The Klingons probably placed these to defend one of the disruptor pieces. They turn on and off.

PHASERS

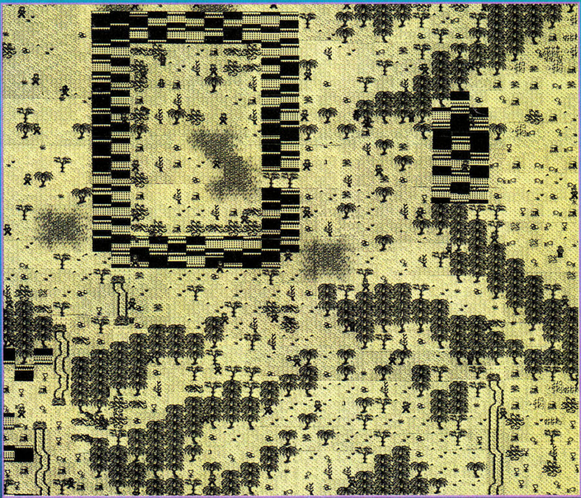
You will always be able to see the status level of your Phaser because the gauge is always on the screen. Captain Kirk can change the setting of his Phaser between STUN and FULL. Press the B Button to change the setting. The STUN setting will knock down a Mugata for a short period of time, but to destroy things, the Phaser needs to be on FULL.



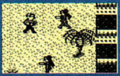
Firing your Phaser on STUN uses less energy than firing on FULL. Get the Power Pak if you're low on Phaser energy.

PLANET KALANDA

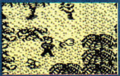
Kalanda brings new territory for the Starship crew. Mr. Spock, Bones and Captain Kirk beam down into jungle-like surroundings to find new creatures. However, the mission is the same: find four pieces of the disruptor. Notice the odd rectangular area. It's the Kangor Pit. Klingons used to hunt with these types of traps. The panels slide away to reveal slicks of Argan Death Oil. Blast through the two trees on the right side of the Pit to avoid the oil.



ENEMIES

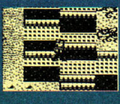


The female inhabitants act much like the Mugatas. As before, use STUN if you must have a confrontation. Save your Phaser power for blasting trees.



Euphea Nedex. It's a thermotropic plant form. Its spores can induce an intoxicated state in Type-G humanoids. Stay clear of them if at all possible.

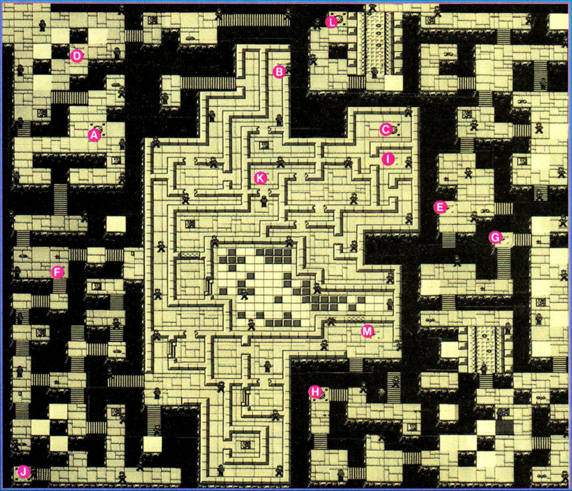
VERY SLICK!



Kangor Pit. The light-colored panels will slide open and then close. Argan Death Oil is exposed when the panels are open. Avoid stepping in the oil. It's not at all healthy.

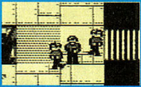
PLANET TRISKELLON

This area looks as if it could be a space station, but no—it's a planet. It's very maze-like and, again, has four pieces of the disruptor located within its walls. The pieces are left out in the open to find, but some of the pieces are fake and will explode if you try to pick them up. Use the Tricorder to detect whether they are the real thing or not. You must activate and use all of the transporters.



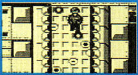
KIRK CLONES

Using nucleic waves, an advanced organic replicator scans organic tissues and produces an exact clone. The enemies here all look like Captain Kirk! Don't shoot them, though. Kirk will take the same damage that the clones would.

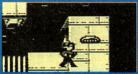


ELECTRO-BRIDGES

Captain Kirk must travel across two of these bridges. He must dodge the energy impulses which are moving horizontally across each bridge.

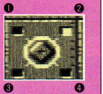


Watch out! It could be one of the fake disruptor pieces. There are several. Press Start to view the Tricorder.



TELEPODS

Activate the telepod console by shooting it and then step into the telepod. Where will you go?



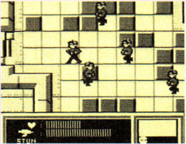
Telepod C can send you to four different locations. It depends which direction is lit up.

WARP CHART

A → B
C1 → D
C2 → E
C3 → F
C4 → G
H → I
J → K
L → M

IT AIN'T HOPSCOTCH!

The secret to getting out of this room is stepping on more dark-shaded tiles than light-shaded tiles. The door at the left side of the room will slide open a fraction for every dark-shaded tile stepped on and will close a fraction for every light-shaded tile stepped on. Plan your route carefully, but watch out for the menacing Kirk clones who appear right as you enter the room.



Take your time in this room and be sure to avoid all of the Kirk clones who will be chasing you. They walk at the same speed you do.

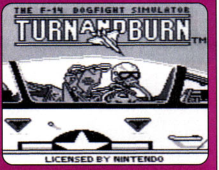
GAME BOY TA

TURN AND BURN™

THE F-14 DOGFIGHT SIMULATOR

For years game players have been taking their Game Boys on airplanes, but now there are two games that put the airplanes inside the Game Boy. Turn And Burn from Absolute and Top Gun: Guts and Glory from Konami are jet fighter simulations that deliver challenge, fun, and a real sense of pushing the envelope.

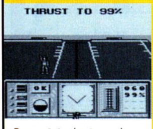
TURN AND BURN AT MACH 2.3



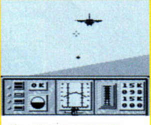
TM & © 1992 Absolute Entertainment

Turn And Burn, a true flight simulator for one player, puts you in control of taking off and landing as well as carrying out your mission. Impressive sound effects and a realistic control panel with radar and weapons systems add to the "real feel." The mission briefing and long-range radar screens give vital info, which is especially important as your missions become more difficult.

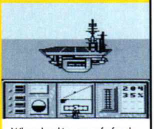
DOGFIGHTING 101



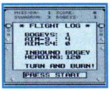
Every mission begins on the carrier deck. Push your Pratt & Whitney turbines to full thrust and wait for clearance.



Your mission is to intercept hostile bogeys, engage them in combat, and destroy them with extreme prejudice.

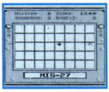


When the skies are safe for democracy again, the Computer Landing Display helps you set the big bird down on the hard deck.



```
MISSION: 1 SCORE: 0
SQUADRON: 3 BOGEYS: 1
* FLIGHT LOG *
BOGEYS: 1
AIM-9 : 4
AIM-54: 0
INBOUND BOGEY
HEADING: 120
TURN AND BURN!
PRESS START
```

The Flight Log screen indicates the number of bogeys, their headings, and your armaments for the mission.

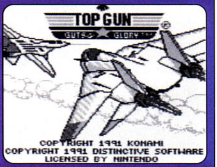


The Long-range Radar Grid picks up intruders within a large area.

KES FLIGHT

TOP GUN®
GUTS & GLORY

MOVE UP TO TOP GUN


TOP GUN®
GUTS & GLORY

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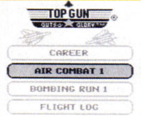
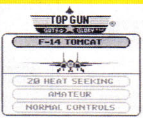
Top Gun: Guts & Glory is less a flight simulator than an air combat game. The emphasis is on options for missions, planes, missiles, and two-player, head-to-head, Game Link combat. Once you've made all the choices and get into the air, the dogfighting is fast and furious. You also have bombing missions, a Career option that combines missions, and a Password so you can save your progress.

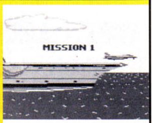
CHOICES, CHOICES, CHOICES


TOP GUN®
GUTS & GLORY
CAREER
AIR COMBAT 1
BOMBING RUN 1
FLIGHT LOG

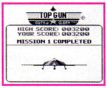
Choose from Career, Air Combat or Bombing Run, and enter your call sign or Password using the Flight Log option.


TOP GUN®
GUTS & GLORY
F-14 TOMCAT
20 HEAT SEEKING
AMATEUR
NORMAL CONTROLS

Pick either the F-14 Tomcat, F-16 Falcon, MiG29 Fulcrum, or F117A Stealth Fighter. Each has its own flight characteristics.

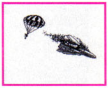


Victory in the air depends on quick reflexes and cunning moves that will fool the enemy pilots and trap them in Radar Lock.


TOP GUN®
GUTS & GLORY

HIGH SCORE: 003200
YOUR SCORE: 003200
MISSION 1 COMPLETED

Complete a mission and move on to a tougher assignment.

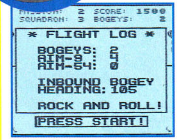


Fail and you'll bail out over the ocean.

TURN AND BURN

THE MISSION: LEARN OR BURN

The survival skills for every mission include precise control of your aircraft, navigation and aerial tactics. Once you're in the air, begin tracking inbound bogeys on the radar. Maneuver to intercept them, but keep an eye peeled for incoming missiles. Once you have radar lock, fire a missile at the intruder, then head home to face the challenge of landing on the carrier deck.


MISSION: 2 SCORE: 1500
SQUADRON: 3 BOGEYS: 2

* FLIGHT LOG *

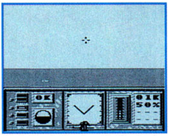
BOGEYS: 2
AIM-9 : 4
AIM-54: 0

INBOUND BOGEY
HEADING: 105

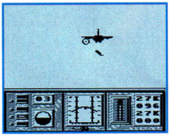
ROCK AND ROLL!

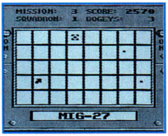
PRESS START!

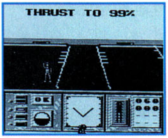
The Flight Log shows how many bogeys have appeared, their headings, and the number of missiles you have.

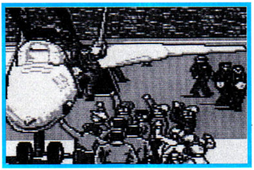


Up in the air, the plane throttles back to 50% at 1000 feet. Accustom yourself to the controls.


03
27K
096
27K
000
The Long-range Grid shows all bogeys over a wide area. Press Select to check a particular target.


MISSION: 3 SCORE: 2570
SQUADRON: 1 BOGEYS: 3
MIG-27
When you've lined up the bogey in your Heads-up Targeting Display, fire a missile or 50mm cannon.

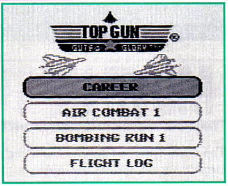

THRUST TO 99%
OK
060
000
You'll need full throttle to launch your F-14. Push the engines up to 99%. The rest is automatic.



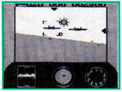
TOP GUN

CALL SIGN: MEAN MACHINE

Pick your mission, your plane, and even your own call sign. Once you get in the air, there's no need to track down bogeys—they're already in your face! Hit the afterburner or air brake to maneuver, and watch your radar. You'll be packing heat-seeking or radar-guided missiles plus a cannon. When the action is over, you'll automatically return to the carrier.


TOP GUN
GUTS & GLORY
CAREER
AIR COMBAT 1
BOMBING RUN 1
FLIGHT LOG
Go to the Flight Log and enter your call sign before you begin flying missions. Go for the high score.

CAREER



If you choose the Career option, prepare for a mixed bag of orders, including aerial combat and bombing runs. You'll be flying at Ace Level with limited missiles. As you win ever more difficult dogfights, you'll be rewarded with promotions.

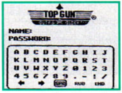
AIR COMBAT

There are five levels of increasing difficulty if you choose Air Combat. Each level has more bogeys to intercept. You'll have to be a miser with your missiles. Luckily, you can't run out of gas, so be patient and look for opportunities.

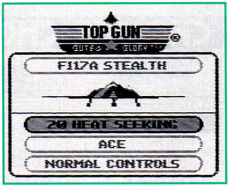
BOMBING RUN

Five levels of challenge await the flyer who goes in for bombing missions. You'll have to fight off swarming bogeys and then zero in on a destroyer target. The action is basically the same as in Air Combat because the dogfighting is the key to victory.

TWO PLAYER


TOP GUN
GUTS & GLORY
NAME:
PASSWORD:
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z 0 1 2 3
4 5 6 7 8 9 . - ! /
← → SPC RUB END

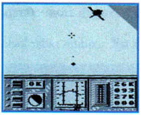
Use the Game Link cable for head-to-head combat. Choose your call signs and the best of three, five or seven dogfights, then stay close to your opponent because it's easy to lose each other. If you don't engage quickly, you'll have to start over.


TOP GUN
GUTS & GLORY
F117A STEALTH
20 HEAT SEEKING
ACE
NORMAL CONTROLS
Heat-seeking missiles are "fire-and-forget," while radar guided missiles must be guided to the target.

DYNAMIC DISPLAYS

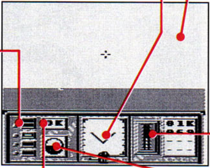
Turn And Burn features a wide variety of Control Panel displays to help you find the enemy, avoid attack, fire with accuracy and return home safely.

THE VIEW FROM THE COCKPIT

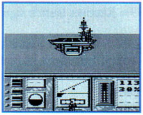


RADAR

The radar screen changes to show incoming missiles, bogey targets, and the glide path as you attempt to land.

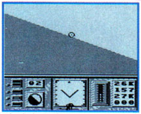


WINDOW



The cockpit view shows the ocean, enemy aircraft during battle and the carrier as you approach for landing.

WEAPONS SELECT



The lights indicate your choice of 50mm cannon, heat-seeking Sidewinder or radar-guided Phoenix missiles.

CANNON TEMP

If your cannons get overheated, the OK light changes to HOT and your guns will become inoperative for a while.

HORIZON

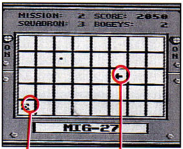
The Artificial Horizon shows the aircraft's position in relation to the Earth below, or above.

FUEL GUAGE

A warning buzzer sounds when your fuel supply begins running low. You can be refueled by an A-6 Intruder.

LONG-RANGE GRID

Use the Long-range Grid to plot your intercept course with the intruder or intruders. When you select a target, the enemy aircraft's Altitude and Heading appear on the Control Panel.



MISSION: 2 SCORE: 2050
SQUADRON: 3 BOGEYS: 2

MIG-27

BOGEY

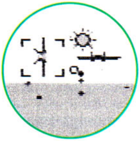
The Bogey's position and relative speed is shown. Hit Select to identify the type of intruding plane.

YOUR POSITION

The arrow indicates your position, direction of flight and approximate speed in relation to the bogey.

A SONIC BOOM WITH A VIEW

Since Top Gun is more of a game than a simulation, it doesn't have as many guages or controls as Turn And Burn. The cockpit is stripped down for action.

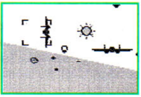


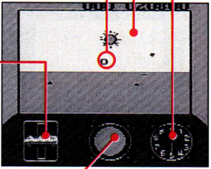
BOGEY

Bogeys can be targeted and shot down. Wait for the targeting brackets to appear.

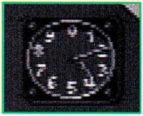
WINDOW

Use the sun to reorient yourself after a 360° roll.



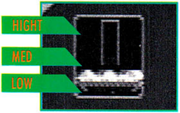


ALTIMETER



See how far your wings are above the waves!

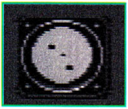
THROTTLE



Your throttle has three positions: Military speed, Afterburner for super sonic speed, and Air Brakes for slowing down and turning sharply.

RADAR

The radar shows your position in the middle and any enemy intruders within the vicinity. The radar allows you to engage the enemy in a wide patrol area.



AIRCRAFT

Konami's manual can help you select your favorite plane. Each is rated for speed, maneuverability, altitude, and tolerance. The F-14 is best all-around.

AIR-TO-AIR MISSILES

Sidewinders can be guided immediately after they have been fired. Phoenix missiles guide themselves, but you should fire only after you hear "tone."

COMBAT SKILL

Choose the skill level appropriate to your experience: Amateur, Average or Ace. More planes attack during Ace-rated missions.

FLIGHT CONTROLS

You can fly with your controls (the Game Boy Control Pad) either Normal or Reversed. Normally pushing Up pitches the plane's nose down.

TURN AND BURN

MISSION DEBRIEF: Lt. Burns "VAPOR"

The Gulf, **0705** hours—Intruder detected at heading 120. Scramble initiated. Lt. Burns, call sign "Vapor," on deck in F-14 Tomcat armed with four air-to-air, Sidewinder missiles and twin 50mm cannons.

0707—Vapor brings engines to 99% Receives launch signal from Flight Deck Officer.

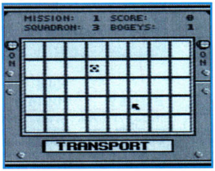
0708—Airborne. Vapor switches from Standard Radar to Long-range Grid. Acquires one bogey. Intruder's heading changes to 170. Altitude: 27,000 feet. Vapor boosts engines from 50% to 90% and initiates climb.

0712—Levels off at 26,000 feet, switches between Standard Radar and the Long-range Grid while moving to match bogey's heading, now 270.

0713—Directly behind bogey. One hostile transport identified. Vapor matches speed of intruder.

0714—Radar display automatically switches to DDD (Detail Data Display). Lt. Burns closes on enemy plane and tracks bogey's movement on HUD (Heads-Up Display). Switch from 50mm cannon to AIM-9 Sidewinder missiles.

0715—Second bogey appears on Vapor's tail, acquires radar lock



The Long-range Grid helps Vapor sneak in from behind the bogey.

TOP GUN

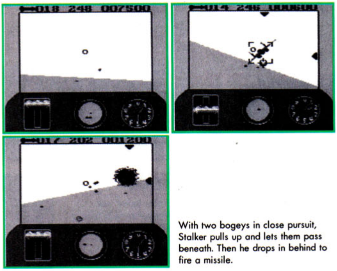
MISSION DEBRIEF: Capt. Belmont "STALKER"

Indian Ocean, Quadrant 5SE, **1834** hours—Two bogeys approach carrier on heading 325. Capt. Belmont, call sign "Stalker," scrambles into F-16 Falcon.

1838—F-16 launches from carrier. Stalker engages two hostiles head-on. Target Distance Indicator rapidly decreases as aircraft converge. Capt. Belmont fires six rounds of 35mm cannon. No apparent damage as bogeys fly by.

1839—Stalker tracks bogeys into sun on control panel radar. Both aircraft turn. One bogey directly behind Stalker. Second off port wing.

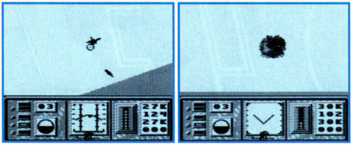
1840—Target Distance Indicator shows lead bogey closing to 1500 meters. Stalker goes vertical, hits Air Brake. Elevation drops. Bogey now in front and pulling away. Stalker increases speed, waits for HUD to show Missile Lock. Tar-



With two bogeys in close pursuit, Stalker pulls up and lets them pass beneath. Then he drops in behind to fire a missile.

and launches missile. DDD switches automatically to ECM Display (Electronic Counter Measures). Vapor tracks incoming missile then takes evasive action, increasing throttle to 99% and banking sharply left. Missile loses contact. Second bogey continues pursuit.

0716–Vapor commences tactical maneuvers, reduces power suddenly and enemy aircraft passes. Afterburners activated to initiate pursuit. Vapor lines up target using DDD, gets tone and launches missile number one.



Lined up behind the enemy transport, Vapor launches a Sidewinder missile and tracks its progress until it explodes.

0717–Second bogey goes vertical, then cuts power and drops down. Vapor cuts speed and switches to 50mm cannons. HUD (Heads Up Display) appears with crosshair sights centered on hostile aircraft.

0718–Vapor takes shot. Second intruder destroyed. Vapor switches to Long-range Grid to reacquire transport aircraft.

0720–Heading and speed of bogey matched. Standard Radar and DDD activated.

0721–Missile number two launched. Transport hit.

0722–Vapor receives orders to return to carrier. Heading 090. Speed and altitude reduced.

0726–CLD (Computer Landing Display) activated at 500 feet. Throttle back to 25%.

0729–Vapor touches down on hard deck.

–MISSION COMPLETE–

get acquired. Firing missile. One hostile down.

1841–Second bogey bugs out. Capt. Belmont follows last heading and reacquires target.

1842–Third bogey appears on tail of F-16.

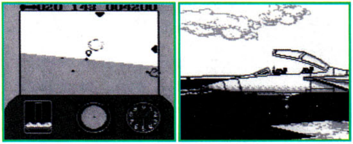
1843–Missile Lock Alarm sounds. F-16 in radar lock. Stalker breaks, rolls left then right. Incoming missile loses radar lock.

1844–Both bogeys close on Stalker's tail. He goes vertical. Initiates barrel roll. G forces increasing. Stalker's vision dims. Eases off stick. Aircraft regains level flight behind intruders.

1845–One missile fires. Second bogey cuts across nose of F-16. Stalker guides missile targeted on first intruder. Target destroyed.

1846–Remaining bogey joined by fourth intruder. Stalker keeps airspeed low. Bogeys close from behind.

1847–At 2000 meters, Stalker hits Afterburners. Bogeys increase speed. Exceptional maneuverability and tolerance of F-16 allows Stalker to stand his craft on its tail. Bogeys fly by below. Stalker drops nose and closes. Missile number three launched. Seventeen heat-seekers remain. Target eliminated. One bogey remains.



Firing cannons at close range, Stalker takes out the final bogey and returns to a hero's welcome on the carrier.

1848–Final intruder rolls, banks right, then hits Airbrake. Stalker matches each move and fires cannon at close range. Intruder vanishes from radar.

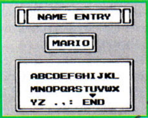
1859–Stalker returns to carrier. Receives Badge of Courage.

ULTRA GOLF™

Hello! Welcome to the Ultra Open. It looks like great weather for our tournament today. This is the second golf game for Game Boy and is on par with Nintendo Golf. It's a fun game and provides a good challenge. The game play is easy to understand and the controls are easy to operate. A video golf game can teach a person about playing the real thing out there on the links—especially about the effects of wind on your ball.

SIGN IN

Sign in at the Scorer's table. Maybe we'll be seeing your name on the leader board during the day!



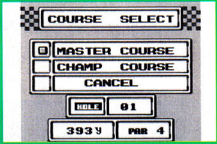
NAME ENTRY

MARIO

ABCDEFGHIJKL
MNOPQRSTUVWX
YZ .,: END

PRACTICE

The Practice Mode allows a golfer to select and play any hole on either course.



COURSE SELECT

MASTER COURSE
CHAMP COURSE
CANCEL

HOLE 01

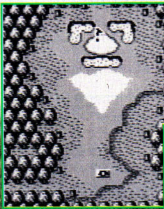
393 Y PAR 4

COURSES

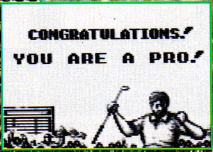
Ultra Golf consists of two 18-hole courses. Every hole on each course is well detailed. Some of the holes are truly imaginative in their layout which makes for a good challenge.

MASTER COURSE

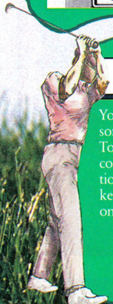
The first course you will run up against is the Master Course. It's fairly simple to negotiate. However, there are some tricky spots to look out for. Practice is a golfer's best ally.



The layout on most of the Master Course holes is basic. Pay close attention to the wind direction. Be wary of heavily bunkered greens.

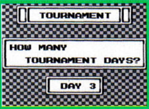


CONGRATULATIONS!
YOU ARE A PRO!



TOURNAMENT

You'll definitely be matched up against some pretty tough competition in the Tournament mode. Keep your level of concentration up and keep your eye on the ball.



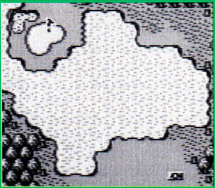
TOURNAMENT

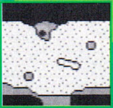
HOW MANY
TOURNAMENT DAYS?

DAY 3

TM & © 1992 Konami

CHAMP COURSE

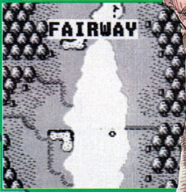




Master the Master Course and you will be able to move on to the Champ Course. This is where the pros play.

HIT THE FAIRWAY

It can be difficult to hit out of the rough.



NO HACKING ALLOWED!

If you hit a really bad shot or think you'll end up with a poor score on a certain hole, just reset your Game Boy by turning it off and then back on again. When you re-start the game, you'll begin after the last completed hole. Ultra Golf has a battery to backup the memory.

USE YOUR IRONS

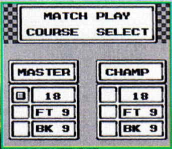
Choose your club according to your lie, the wind and the distance remaining to the hole. Push the A Button to start and stop your backswing and to strike the ball.

LINK UP ON THE LINKS

By utilizing the Game Link, two video golfers can go head-to-head in Match Play or Stroke Play. Each player must have an Ultra Golf game inserted.

MATCH PLAY

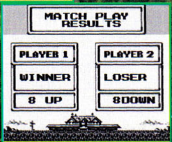
By using the Game Link, two players can go head-to-head. The number of holes won determines the winner in Match Play.



MATCH PLAY
COURSE SELECT

MASTER	CHAMP
● 18	☐ 18
☐ FT 9	☐ FT 9
☐ BK 9	☐ BK 9

Link up! You are able to choose either course in Match Play or Stroke Play.

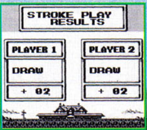


MATCH PLAY
RESULTS

PLAYER 1	PLAYER 2
WINNER	LOSER
8 UP	8DOWN

STROKE PLAY

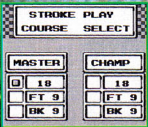
The winner in Stroke Play is determined by the actual number of strokes it takes to finish all 18 holes. The golfer with the lowest score wins the tournament and takes home the trophy.



STROKE PLAY
RESULTS

PLAYER 1	PLAYER 2
DRAW	DRAW
+ 02	+ 02

Each stroke counts in Stroke Play. The final score of both players will be displayed at the end of the round. These two players will have to split their earnings.



STROKE PLAY
COURSE SELECT

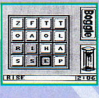
MASTER	CHAMP
● 18	☐ 18
☐ FT 9	☐ FT 9
☐ BK 9	☐ BK 9

Boggle Plus™

Attention word wizards: Parker Brothers has adapted popular word board games for use with Game Boy, and you can bet that beaucoup brains will be boggled as a result. A puzzler, Boggle Plus lets you choose from among five games, each a challenge to your word power. You can puzzle yourself or try your luck against a friend or brainy computer opponents in single or tournament modes. Put on your thinking cap, take out your dictionaries, and get ready to have your mind Boggled.

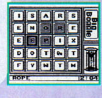
BOGGLE

Begin with a box of 16 lettered squares. Your goal is to create words using the letters given, but each must connect with the next. You have three minutes to create as many words as you can. The longer the word, the higher the score.

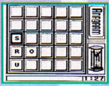

Z F T T
O A O L
R I H A
S S E P
Boggle
RISE
2:06

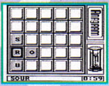
BIG BOGGLE

Big Boggle has more letters and more opportunities, but three-letter words don't count! Challenge yourself to create eight- or nine-letter words that really pay off. Learn to recognize words in the jumble of letters and burn up the board.


I S A R S
E N O R E
E E P I X
D O T Qu T
F Y W T M
Big Boggle
ROPE
2:04

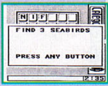
ANAGRAMS


S
R O
U
Anagram
1:27

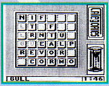

S
R O
U
Anagram
SOUR
0:59

Find one word at a time in the Anagram game. Use all the letters to create one word, then move to a new screen. It's a good idea to play Anagram to learn to recognize words in the jumbled letters.

CATEGORIES

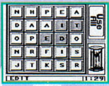

FIND 3 SEABIRDS

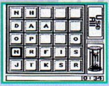
PRESS ANY BUTTON


N I F
L T F
L R N T U
G U E A L P
R E V O R
C O R M O
Categories
GULL
1:46

Categories is a great challenge! You must find four words on the 36-block square that fall into the given category within the three-minutes allowed.

USE ALL


N H P E A
D A A I T
O P E D O
N R F I S
J T K S R
Use All
EDIT
1:29


N H
D A A
O P O
N R F I S
J T K S R
Use All
0:34

Another good challenge, Use All requires that you use as many letters as possible. They disappear when you use them, and the number of bonus points increases as the number of blocks left decreases.

CRAFTY COMPUTER OPPONENTS

There are eight computer opponents in all, and you can challenge up to four at a time. Some are smarter than others. Charles, Pearl, Ira, Hilary, Irving, Rebecca, Sarah and Jim Boy are your choices. Sarah is pretty sharp; Jim Boy is not.

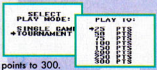
PILE UP POINTS

Boggle and Big Boggle are scored as follows:

Letters in Word	Number of Points
3	1
4	1
5	2
6	3
7	5
8 or more	**11**

NAME A GAME

Alone or against an opponent, you can play either a single game or a tournament. In the tournament mode, you set the top score, from 25 points to 300.

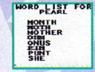

SELECT
PLAY MODE:

SINGLE GAME
→TOURNAMENT

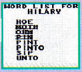
PLAY TO:
→25 PTS
50 PTS
75 PTS
100 PTS
150 PTS
200 PTS
250 PTS
300 PTS

UNIQUENESS COUNTS

When you're playing against opponents, use unusual words. Words that appear on more than one list cancel each other out, so don't waste time making common words.


WORD LIST FOR
PEARL

MONTH
~~MOTH~~
MOTHER
~~OHM~~
ONUS
~~PIN~~
PUNT
SHE


WORD LIST FOR
HILARY

HOE
~~MOTH~~
~~OHM~~
~~PIN~~
PINT
PINTO
SIP
UNTO

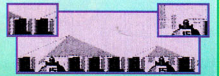
TM & © Parker Bros. Division of Tonka Corporation

MISSILE COMMAND™

Accolade's Game Boy version of their shoot'em up classic takes you to major cities worldwide to defend the people and save them from certain annihilation. Fans of the original will have a blast with this fast-moving remake as they take control of the twin missile silos and take aim on incoming fire. Whether you challenge yourself to better your score or take turns with a friend, you have to protect your silos and the city buildings in order to rack up points.

TAKE COMMAND

Two silos are stocked with 15 missiles each. Start in Cairo, where each building saved is worth 100 points, then move on to sites like Sydney, where they're worth 400.



INCOMING FIRE!

The enemy fire comes in many forms. Track the flight path of the various weapons and shoot them down before they can take out any of your buildings or silos.

MISSILE

Missiles appear as thin, straight lines that drop from the top of the screen.

BOMBER

The planes that appear are far from harmless. They drop short range bombs.

SATELLITES

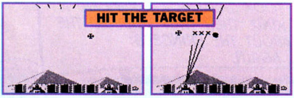
Satellites drop bombs as they cross overhead. Fire missiles to explode in their paths.

SMART BOMBS

They hone in on their targets but they sense fireburts and go around them.

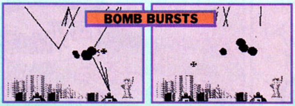
STRATEGIC BATTLE

HIT THE TARGET



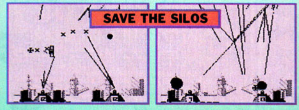
Lead the target. Fire at its flight path, but set the missile to explode before your target reaches it. The enemy fire becomes fast and furious as the game progresses.

BOMB BURSTS



When incoming fire hits the cloudburst created by your exploding missile, it explodes, too, making a bigger blast that can take out any enemy weapons flying nearby.

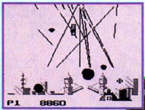
SAVE THE SILOS



Use both silos so you don't deplete either one of ammunition. For a direct hit, fire from the silo closest to the target.

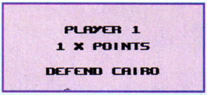
DEFEND YOURSELF

If one silo blows, use the other to defend what remains of the city. Don't waste missiles attacking incoming fire that won't hit either the city buildings or your remaining silo. Stay close and try to protect what's left.

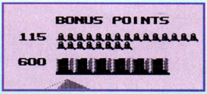


P1 8860

BONUS SCORING

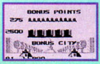


PLAYER 1
1 X POINTS
DEFEND CAIRO



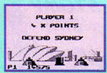
BONUS POINTS
115
600

You earn bonus points for every missile remaining after the battle. In Cairo each missile is worth five points, but they become more valuable with every stage. You also get big bonus points for every building standing at the end of the fight. In the beginning they're worth 100 points, but they rapidly rise in value.



BONUS POINTS
275
2500
BONUS CITY

Rack up the points to earn Bonus Cities that keep you in the game.



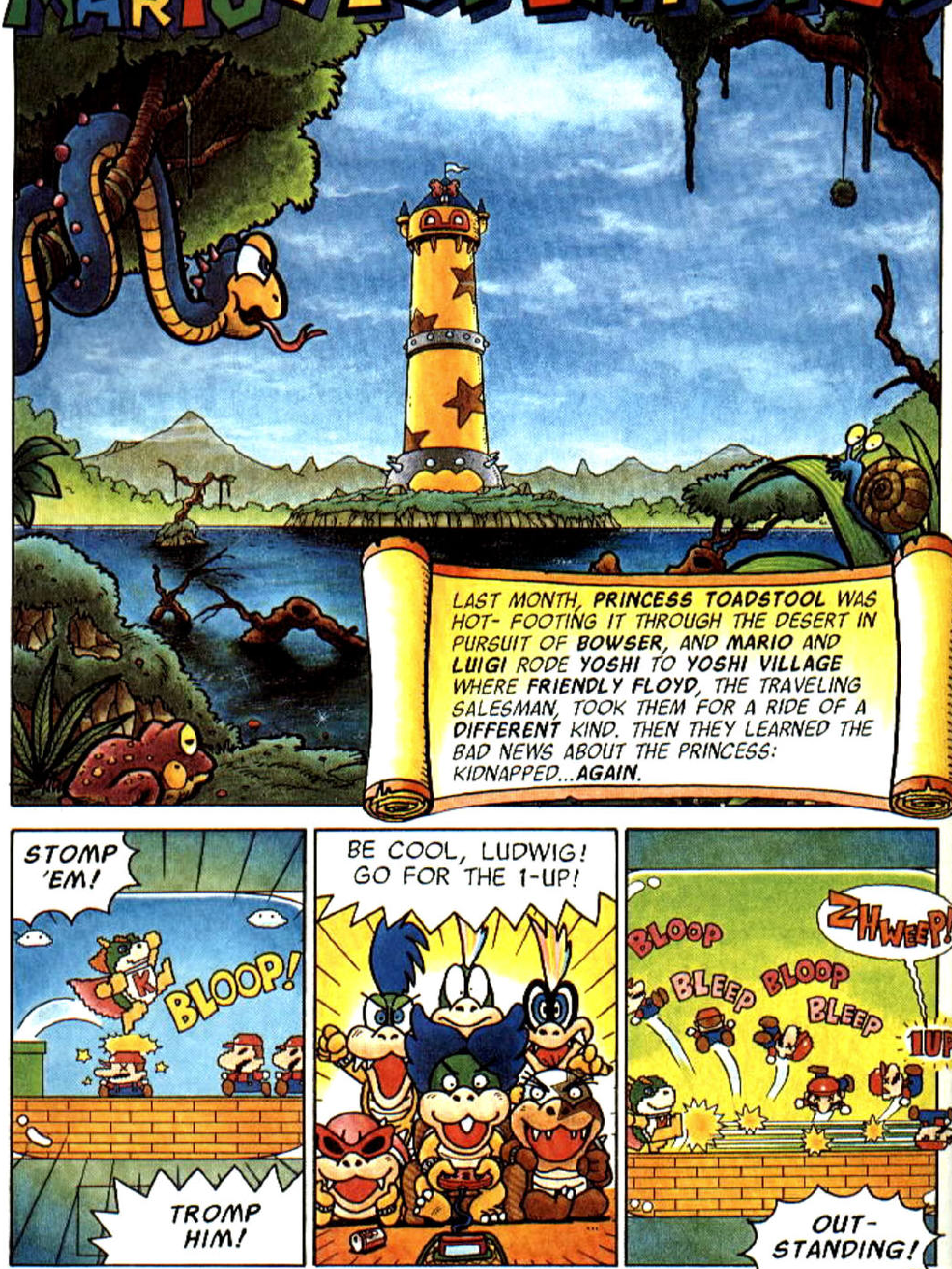
PLAYER 1
4 X POINTS
DEFEND SYDNEY
P1

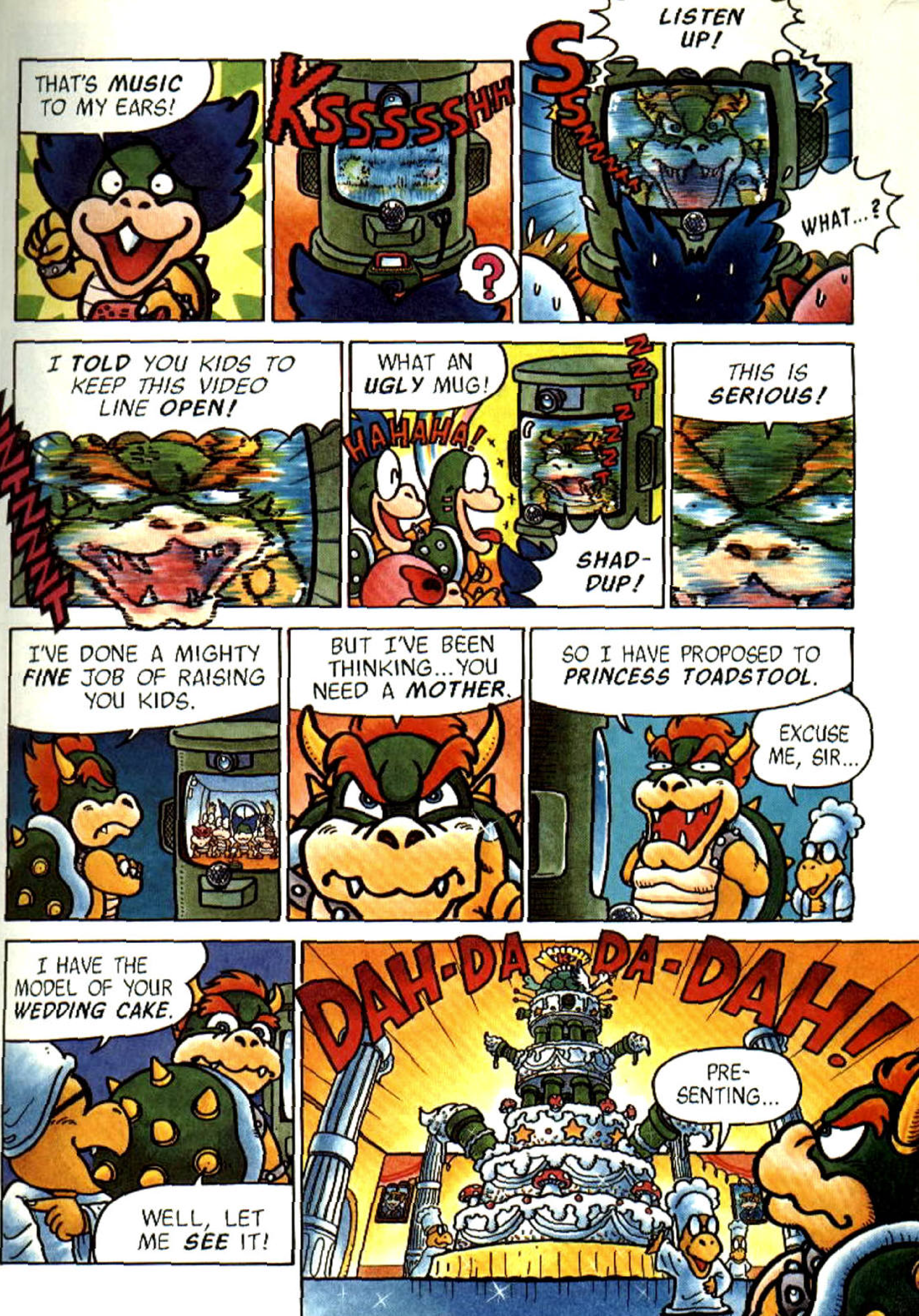
As you progress, bonus points are multiplied by larger factors.

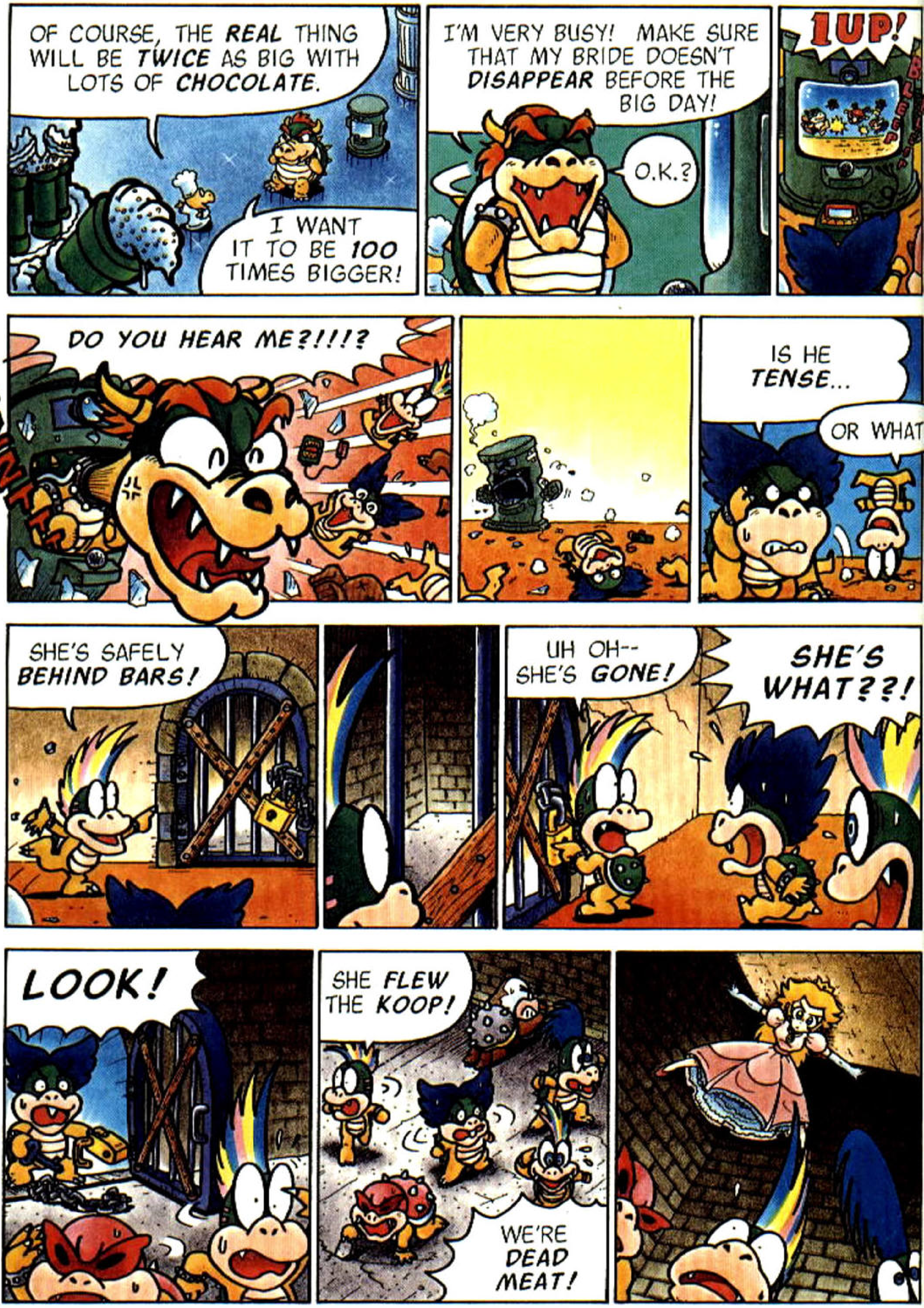
TAKE TURNS WITH TWO PLAYERS

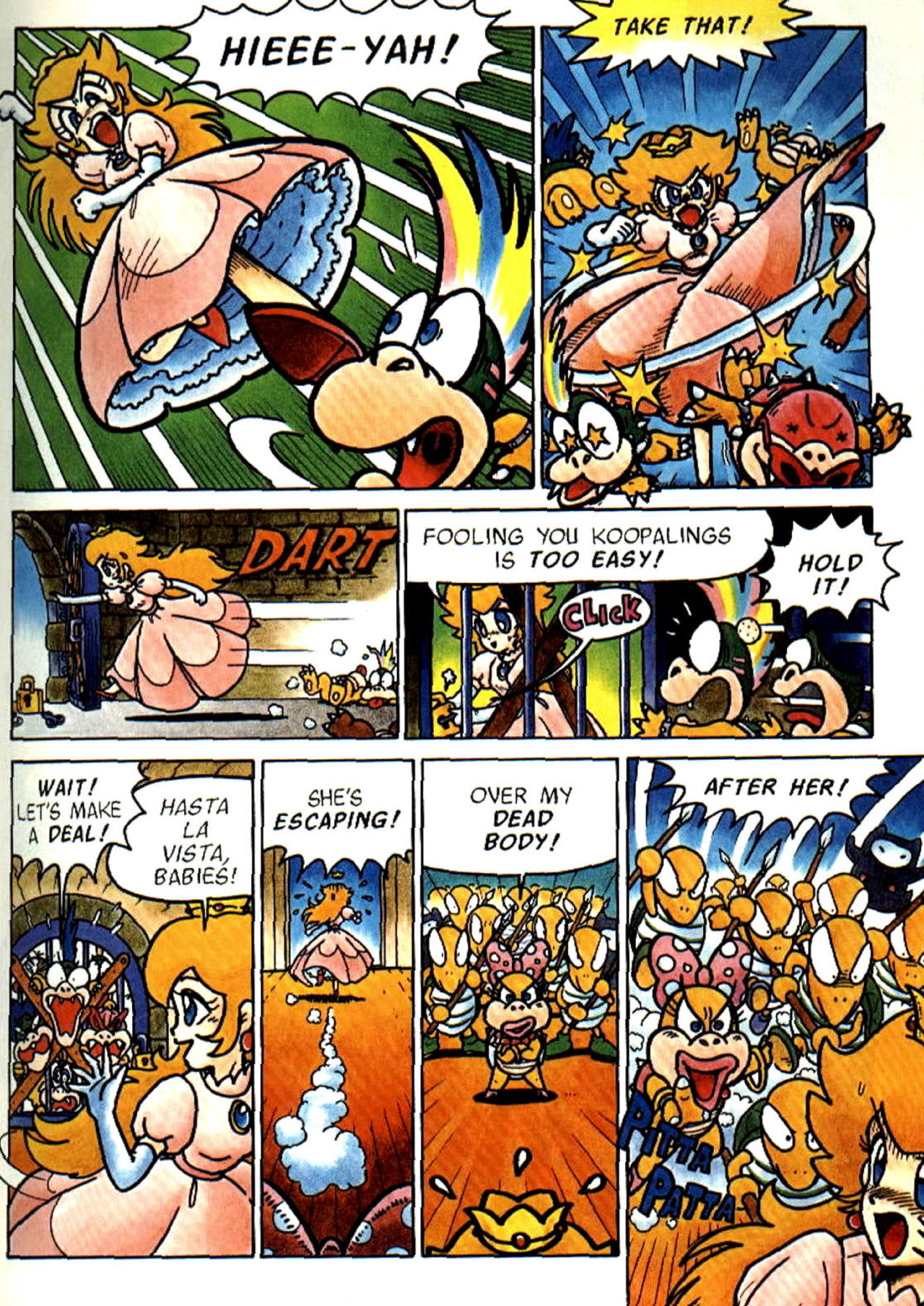
© 1981, 1991 Atari Corp.

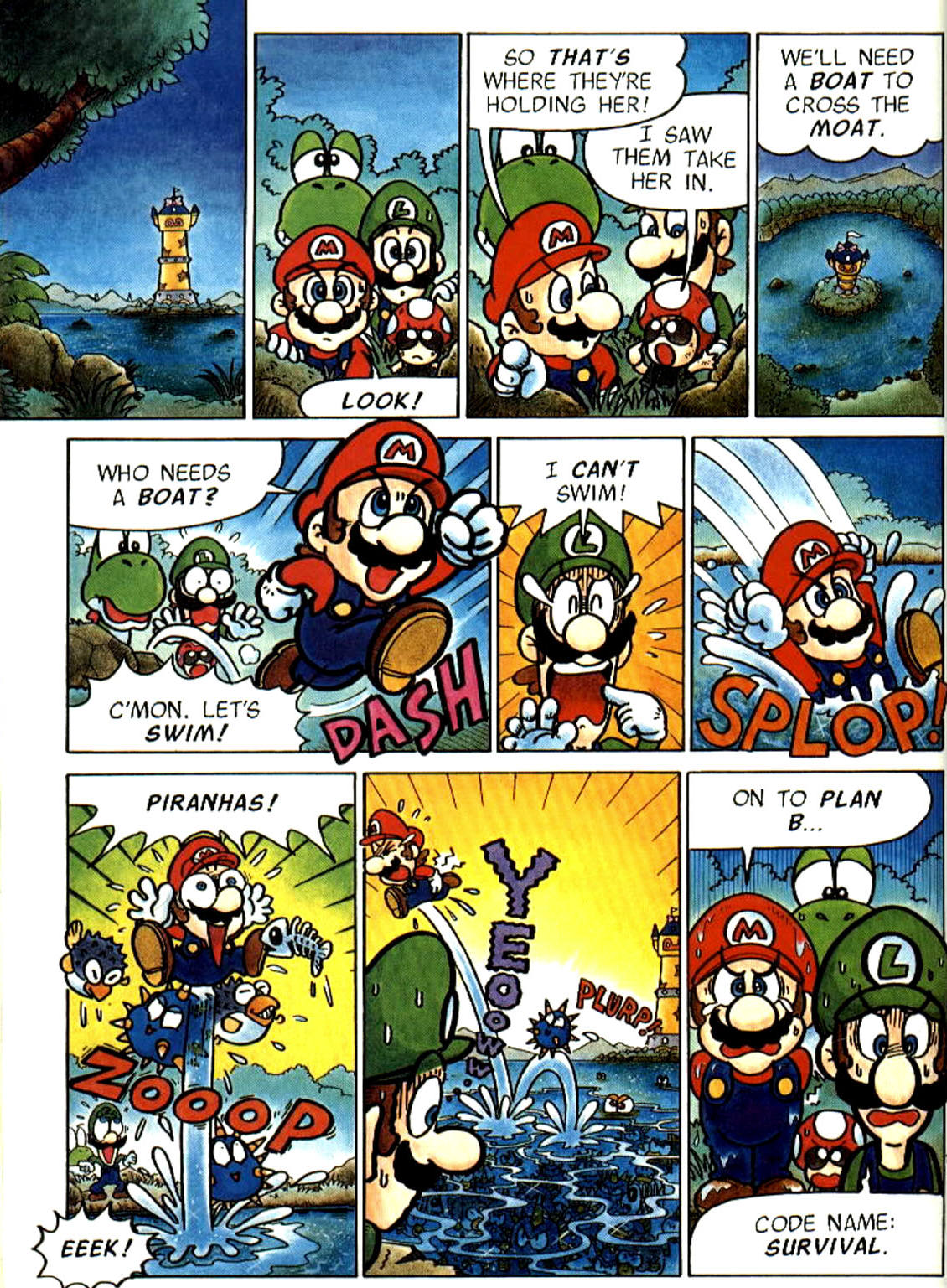
SUPER MARIO ADVENTURES

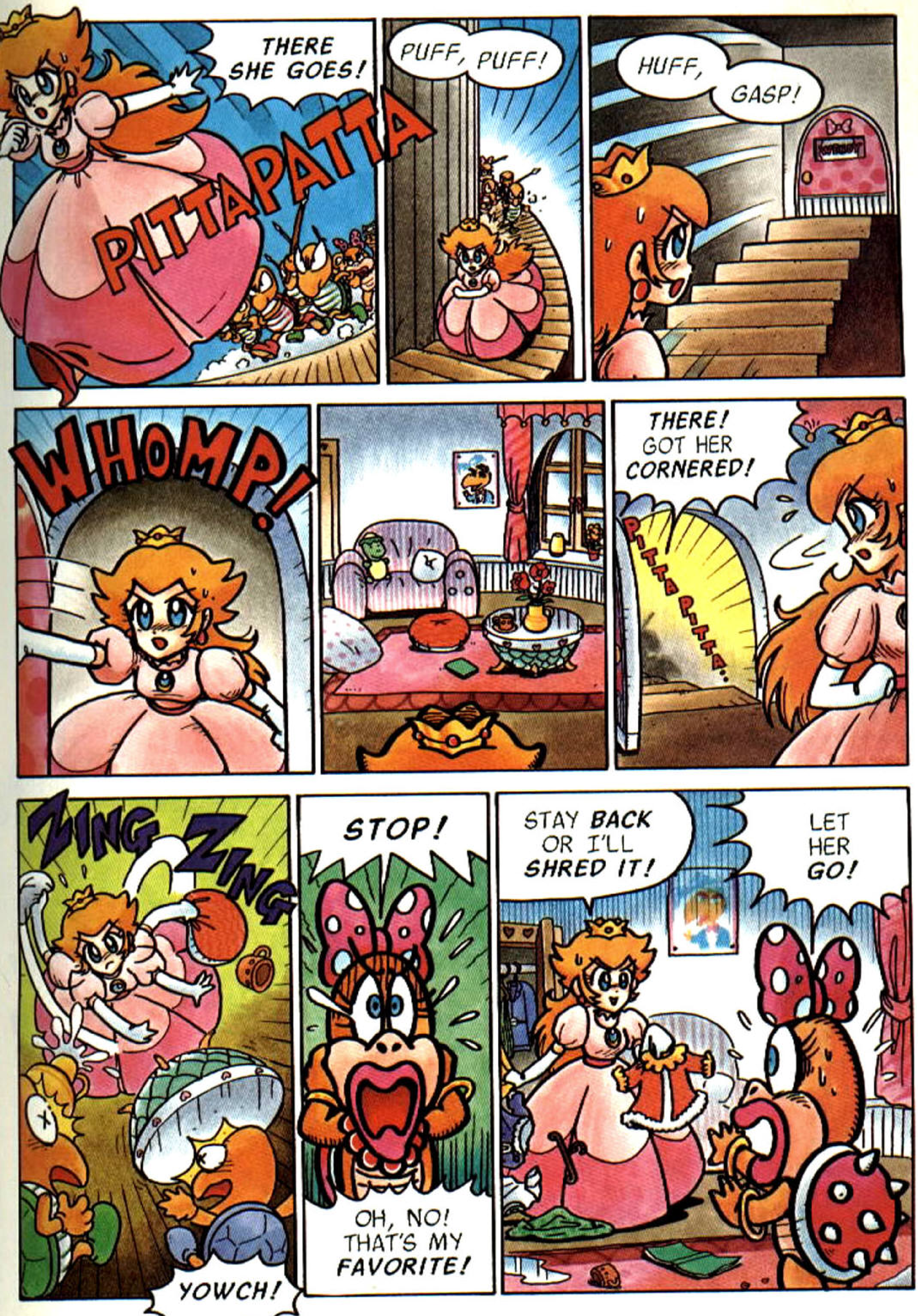

LAST MONTH, **PRINCESS TOADSTOOL** WAS HOT- FOOTING IT THROUGH THE DESERT IN PURSUIT OF **BOWSER**, AND **MARIO** AND **LUIGI** RODE **YOSHI** TO **YOSHI VILLAGE** WHERE **FRIENDLY FLOYD**, THE TRAVELING SALESMAN, TOOK THEM FOR A RIDE OF A **DIFFERENT** KIND. THEN THEY LEARNED THE BAD NEWS ABOUT THE PRINCESS: KIDNAPPED...**AGAIN**.
STOMP 'EM!
K
BLOOP!
TROMP HIM!
BE COOL, LUDWIG! GO FOR THE 1-UP!
BLOOP
BLEEP
BLOOP
BLEEP
ZHWEEP!
1UP
OUT-STANDING!

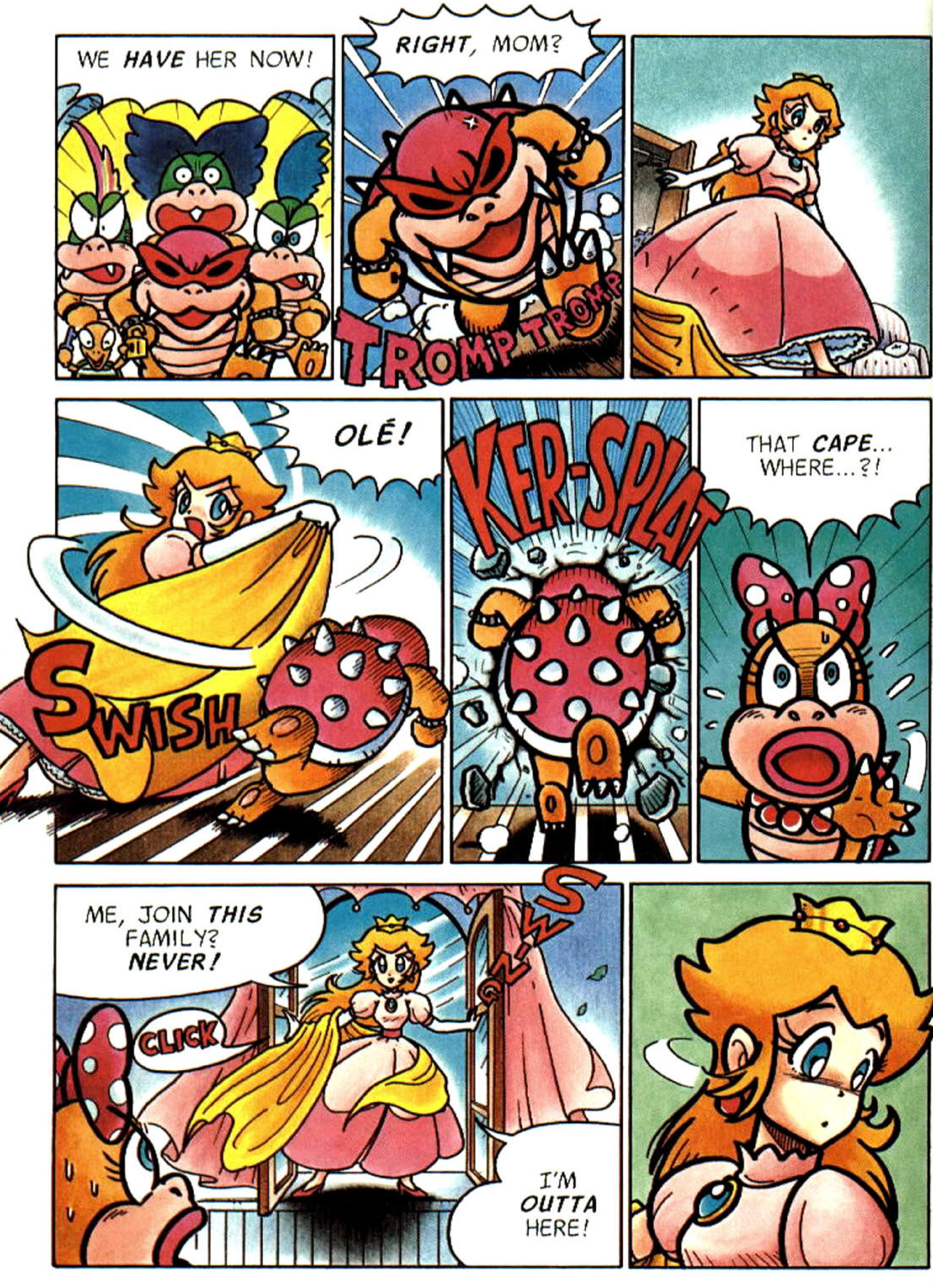

THAT'S MUSIC TO MY EARS!
KSSSSSSHH
?
LISTEN UP!
SSNNNN
WHAT...?
I TOLD YOU KIDS TO KEEP THIS VIDEO LINE OPEN!
NNNNNNT
WHAT AN UGLY MUG!
HAHAHA!
ZZZZZZ
SHAD-DUP!
THIS IS SERIOUS!
I'VE DONE A MIGHTY FINE JOB OF RAISING YOU KIDS.
BUT I'VE BEEN THINKING... YOU NEED A MOTHER.
SO I HAVE PROPOSED TO PRINCESS TOADSTOOL.
EXCUSE ME, SIR...
I HAVE THE MODEL OF YOUR WEDDING CAKE.
WELL, LET ME SEE IT!
DAH-DA DA-DAH!
PRE-SENTING...

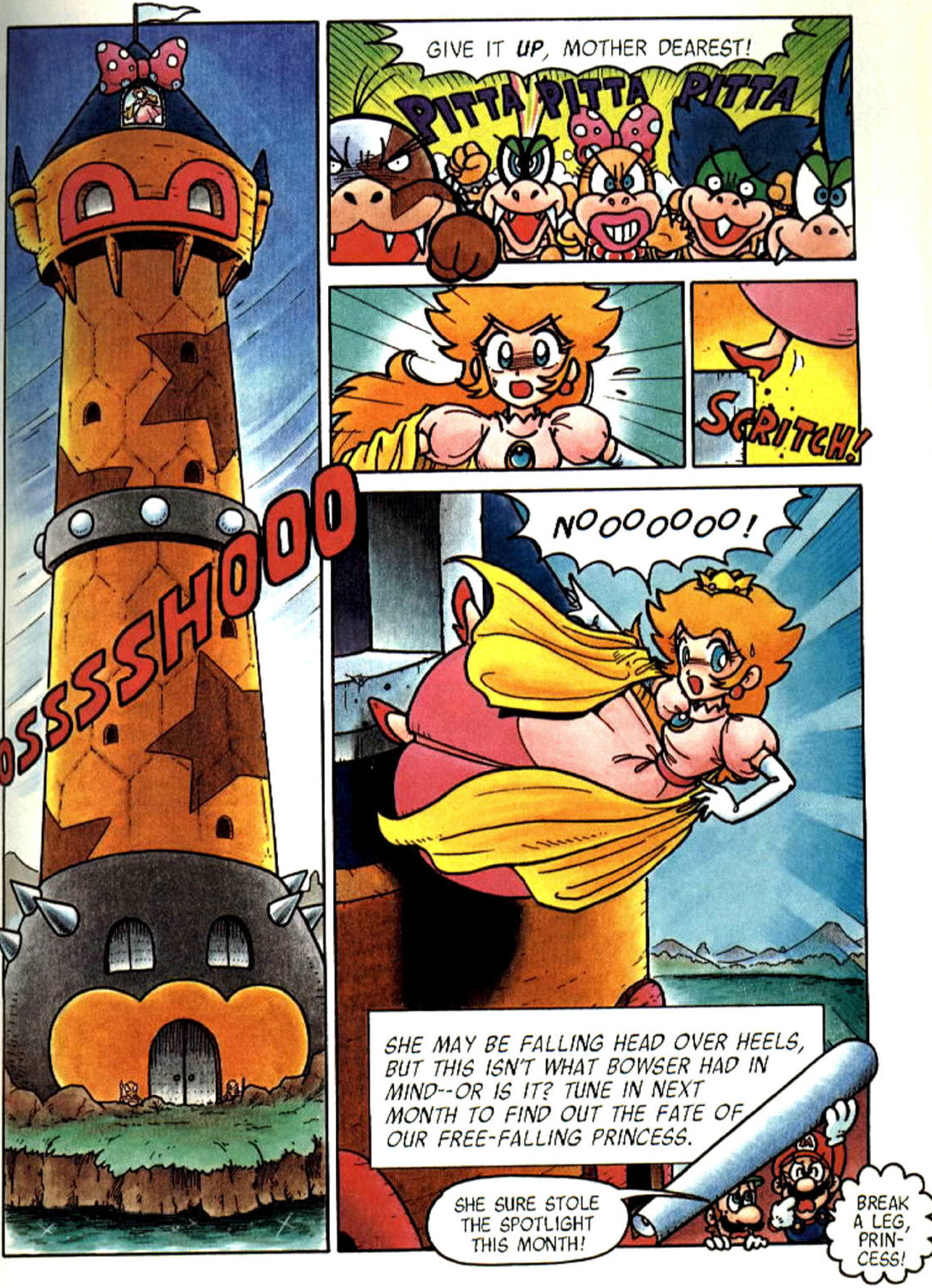

OF COURSE, THE **REAL** THING WILL BE **TWICE** AS BIG WITH LOTS OF **CHOCOLATE**.
I WANT IT TO BE **100** TIMES BIGGER!
I'M VERY BUSY! MAKE SURE THAT MY BRIDE DOESN'T **DISAPPEAR** BEFORE THE BIG DAY!
O.K.?
1UP!
BLEEP
NNNNFF
DO YOU HEAR ME?!!!?
IS HE *TENSE*...
OR WHAT
SHE'S SAFELY **BEHIND BARS!**
UH OH-- SHE'S **GONE!**
SHE'S WHAT??!
LOOK!
SHE **FLEW** THE **KOOP!**
WE'RE **DEAD MEAT!**


HIEEE-YAH!
TAKE THAT!
DART
FOOLING YOU KOOPALINGS IS *TOO EASY!*
CLICK
HOLD IT!
WAIT! LET'S MAKE A **DEAL!**
HASTA LA VISTA, BABIES!
SHE'S **ESCAPING!**
OVER MY **DEAD BODY!**
AFTER HER!
PITTA PATTA


LOOK!
SO THAT'S WHERE THEY'RE HOLDING HER!
I SAW THEM TAKE HER IN.
WE'LL NEED A BOAT TO CROSS THE MOAT.
WHO NEEDS A BOAT?
C'MON. LET'S SWIM!
DASH
I CAN'T SWIM!
SPLOP!
PIRANHAS!
ZOOOP
EEEK!
YEOOOWW
PLURP!
ON TO PLAN B...
CODE NAME: SURVIVAL.


THERE SHE GOES!
PITTAPATTA
PUFF, PUFF!
HUFF,
GASP!
WHOMP!
THERE! GOT HER CORNERED!
PITTA PITTA
ZING ZING
YOWCH!
STOP!
OH, NO! THAT'S MY FAVORITE!
STAY BACK OR I'LL SHRED IT!
LET HER GO!

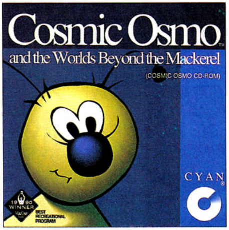

WE HAVE HER NOW!
RIGHT, MOM?
TROMP TROMP
OLÉ!
SWISH
KER-SPLAT
THAT CAPE... WHERE...?!
ME, JOIN THIS FAMILY? NEVER!
CLICK
SWISH
I'M OUTTA HERE!


OSSSSHOOO
GIVE IT UP, MOTHER DEAREST!
PITTA PITTA PITTA
SCRITCH!
NOOOOOOO!
SHE MAY BE FALLING HEAD OVER HEELS, BUT THIS ISN'T WHAT BOWSER HAD IN MIND--OR IS IT? TUNE IN NEXT MONTH TO FIND OUT THE FATE OF OUR FREE-FALLING PRINCESS.
SHE SURE STOLE THE SPOTLIGHT THIS MONTH!
BREAK A LEG, PRINCESS!

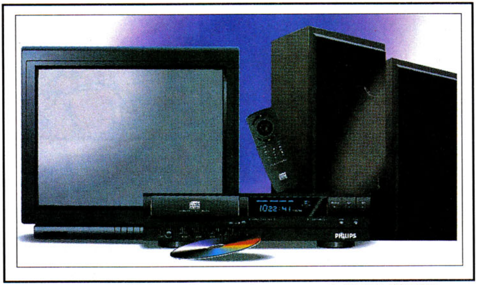
Super NES Technology Update CD

The word is in, and that word is CD-ROM for the Super NES! January at the Winter CES in Las Vegas, Nintendo announced that a CD-ROM drive for use with the Super NES would be introduced in January of 1993. Shortly thereafter, Nintendo's third-party licensee developers received technical specifications for the new drive and were invited to a conference devoted to explaining the new hardware in detail. There they will learn about the outstanding capabilities of the Super NES CD-ROM drive including full-screen, full-motion video, XA compatibility and the unit's 9 megs of RAM. Unless you're an engineer, however, much of that technical jargon might not mean much, so let's start at the beginning.

The beauty of the CD format developed by Philips in the early '80s is that it can store a vast amount of digital information—as much as 250,000 text pages on a single disc. This Read Only Memory (ROM) device was ideally suited for storing huge files such as video images or audio that would otherwise waste valuable hard drive space. By the end of the decade, people began talking about Multimedia applications for CD-ROM. The idea is to bring audio, video, and text together in an interactive program—a program that is controlled by the user, unlike a video tape, which is passive.



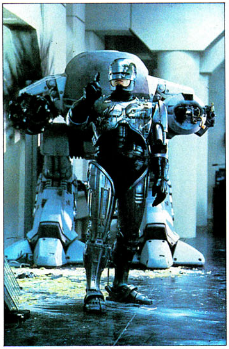
The CD-ROM universe of Cosmic Osmo is vast. You explore buildings and planets, but there is no game goal.



Multimedia systems require a TV, stereo speakers, a computer or processor and a CD-ROM. Philip's CD-I combines the CD-ROM and processor in one unit. Nintendo's CD-ROM drive will attach to the Super NES.

The current generation of Super NES video games is limited by the memory capacity of expensive ROM chips. The largest games, such as Street Fighter II, require 16 megabits of memory. As a result, developers cannot practically include full-motion video sequences or real voices, which require huge amounts of memory storage. A single CD-ROM, however, can store more than 500 megabytes of information. With that kind of capacity, you could store more than 1000 games the size of Super Mario World (4 megabits) on a single disc! In addition to that, CD-ROM discs are cheaper to manufacture than microchips. Clearly, CD-ROM technology offers a lot, and it is an offer too good to refuse.

Nintendo's CD-ROM is not a game system by itself. It will work together with the Super NES, combining the superb graphics and sound capabilities of the 16 bit Control Deck with the enormous memory power of the CD-ROM drive. The result may be games in which you see digitized characters and settings of a quality not realized by Super NES Game Paks with their limited memory capacities. Not only may characters look like the real thing, they may sound real, too. In fact, part of the creation of some future games will certainly include filmed scenes, which will

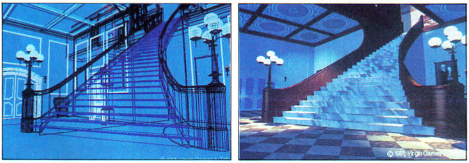


With CD-ROM, games based on movies like RoboCop may well use actual footage in full-motion video sequences.

ROM

be digitized and stored on the CD-ROM.

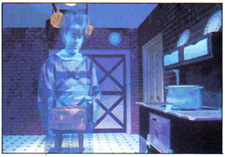
Nintendo has joined with Philips to make the Nintendo CD-ROM compatible with its XA Bridge. The XA Bridge is a world-standard system allowing CD-ROM programs to run on various machines, much like the VHS format for VCRs. Other notable features include full-screen, full-motion video comparable to actual TV or motion pictures, which is not offered by any of the systems currently on the market. The 8 megs of RAM (Random Access Memory) is used as a buffer where memory can be stored until it is needed. Since it is faster to retrieve data from RAM than from a disc drive, larger RAM size translates into quicker retrieval of information. One last feature of the Super NES CD-ROM is the icing on the cake. The price tag of approximately $200 is about half that of competing drives today and as much as five times less expensive than some.



Computer designed scenery for Guest takes lots of memory space and time. The "wired" room on the left might take two full weeks of work to create. The finished room is so well detailed it almost looks photographic.

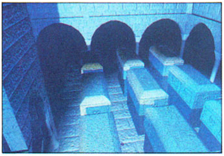
It's fast and affordable, but what will it do for you? To answer that, we can look at current games, games in development, and finally sneak a peek into our Power crystal ball.

Some of the early games like Cosmic Osmo are really compact universes that you explore without any goal. More recently, story games like Guest are good examples of what developers can do with graphics in a CD-ROM game. Guest is a ghost story that combines exceptional computer graphics with full-motion video images. As you explore the house, you'll manipulate objects and encounter ghosts who slowly reveal an intriguing story. Only with a CD-ROM can you store all the information necessary to render the rooms and characters in such realistic detail.



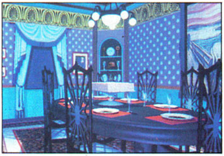
An actress was filmed moving about a set. The moving "ghost" was then combined with a computer background.

In addition to games, CD-ROM is excellent for information-based programs. Today such programs run the gamut from Grolier's Electronic Encyclopedia for the CDTV to Beethoven's Symphony #9 from Voyager for the Macintosh. Most of these programs use a multimedia approach that lets you read text, listen to music or speeches and see pictures (usually still pictures) or video animation. Virtually any subject or skill can be taught in this interactive approach with the combined power of the CD-ROM and Super NES creating a sophisticated electronic classroom.



The coffins are objects that the player can manipulate by pointing and clicking a torch-shaped cursor.

So what will future Super NES CD-ROM games be like? For one thing, they'll be more diverse than current games. Single-frame cinema scenes will probably be replaced by full-motion video. In games based on movies like RoboCop, you may see scenes from the movie played out. In fact, you may actually control one of the characters. Sports games may include your favorite athlete, whom you control, or who plays against you! How would you like to go one-on-one with Michael Jordan? Simulations should be more real than ever when they make use of full-screen, full-motion video and voices. Imagine yourself in the cockpit of a F-14 with mission control directing you toward your target. Adventure games will certainly be bigger, with more dungeons to explore and more realistic enemies. Although we can't say anything definitive about the games yet, one thing is for sure. The Super NES CD-ROM will open up great new worlds of fun, and it's just around the corner!



You move around the room by pointing at objects that you want to look at or manipulate.

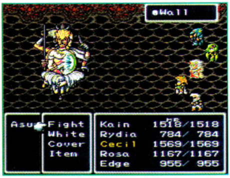
COUNSELORS' CORNER!

FINAL FANTASY II

HOW DO I DEFEAT ASURA?

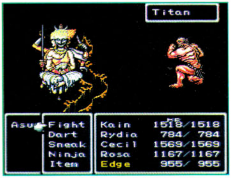
Eric Bush

Use the WALL spell on Asura to reflect her healing spells back onto your party. She tends to cast three or four Cure spells for every attack, and she also casts many Life spells. Due to the frequency of the Cure spells, and with a little luck, you can even defeat Asura with only one surviving party member. Continue to attack with everything you've got. When Asura attacks, expect to lose more than a thousand HP.



Kain 1518/1518
Rydia 784/ 784
Cecil 1569/1569
Rosa 1167/1167
Edge 955/ 955

Asura, Queen of the Village of Monsters, will attempt to heal herself. Use WALL on her to steal her magic.

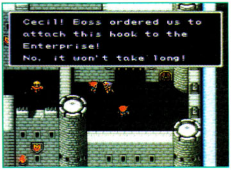


Kain 1518/1518
Rydia 784/ 784
Cecil 1569/1569
Rosa 1167/1167
Edge 955/ 955

Use all the power you can muster to defeat Asura. You'll earn 100,000 Experience Points if you win.

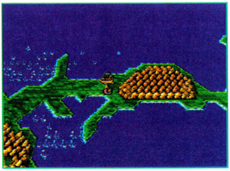
? HOW DO I GET BACK UNDERGROUND? ?

To reach the Cave of Eblana, you'll need the Hovercraft, which Cecil abandoned long ago. Follow Cid's directions and return to Baron Castle. In a courtyard on the right side of the castle you'll find two men who can attach the Hook to the Airship. With the Hook in place, you can lift the Hovercraft (press the A Button) and carry it to Eblana, which is located on an island southeast of Baron. Look for the top of the Tower of Bab-il. Now take the Hovercraft over the reefs to reach the Cave of Eblana entrance and so continue your journey underground.

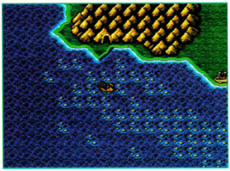


Cecil! Boss ordered us to
attach this hook to the
Enterprise!
No, it won't take long!

Visit Cid's helpers at Baron Castle to get them to install the Hook on the Airship Enterprise.



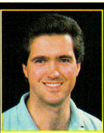
Retrieve the Hovercraft from where you left it earlier in the game. Use the A Button to activate the Hook.



Fly southeast to Eblana. With the Hovercraft, you can reach the entrance to the Cave of Eblana.

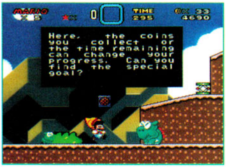
SUPER MARIO WORLD

HOW DO I REACH THE SECRET EXIT IN CHOCOLATE ISLAND 2?



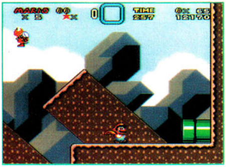
Terry Munson

Time and money are both important in Chocolate Island 2. In order to get the Key to reach the Secret Exit, you must finish Area Two with 250 or more remaining on the Timer. The trick is to get as many Coins as possible in Area One. If you collect 11 or more Coins, Area Two is an easy one where you can fly. With 9 Coins in Area One, you'll find Area Two to be a bit more difficult. If you have eight Coins or less, Area Two will be slow going. Look for hidden blocks for those extra Coins, then get the Key in Area Three for the shortcut to the castle.

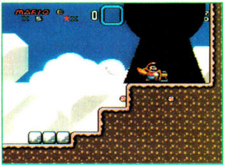


Here, the coins you collect or the time remaining can change your progress. Can you find the special goal?

Collect Coins as quickly as you can in Area One. With 11 Coins, you'll go on to an easy Area Two.



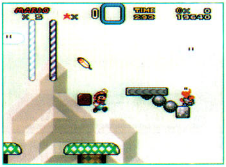
If you fail to collect at least nine Coins, you'll have to take the most difficult Area Two route.



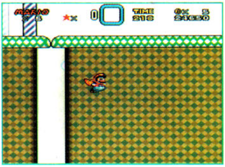
By reaching the end of Area Two with 250 or more remaining on the Timer, Mario reaches the Secret Exit!

WHERE'S THE SECRET EXIT IN CHOCOLATE ISLAND 3?

The secret to clearing Chocolate Island 3 so Mario can reach the Fortress is to find the second Goal, which you can reach either by flying or double-jumping off of Yoshi. Midway through the course you can pick up a Feather. If you have visited the Green Switch Palace, look for a Green Block near the end for a Feather. The Vine leads to an exit that will get you nowhere. Ignore it and fly up to the second Goal to the right.



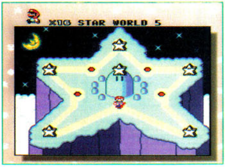
Grab the feather about halfway through the stage if you don't already have it or Yoshi.



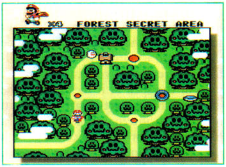
Fly up from below to bypass the 1st Goal. Now you will reach the Secret Exit, leading to the Fortress.

HOW DO I FIND ALL 96 WORLDS?

There are 96 worlds in Super Mario World, but you can defeat Bowser without visiting them all. If you've missed a world, here's what to do. First, make sure that you've found all the Secret Exits. If an area is marked on the map with a red dot, there are two exits. Make sure you find all the exits in the Star Worlds, too, or you won't find the Special World. In Bowser's World, you'll want to make sure that you've gone through all the pipes.



Make sure you find the Secret Key in Star World 5 so you can reach the eight stages of the Special World.



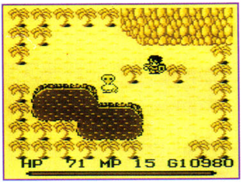
Look for the Forest Secret Key in Forest of Illusion 4. Beyond the Forest's Secret Area is the Fortress.

FINAL FANTASY ADVENTURE

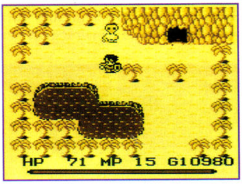
HOW DO I ENTER MEDUSA'S CAVE?

Melvin Forrest

Medusa's Cave can only be entered by following the mysterious directions given to you by a boy in the town of Jadd. Unfortunately, the boy first requires a bribe. Look for the Bag of Fang in the desert south of the town and, when you find it, return to Jadd and give it to the boy. The clue he gives you is: "Palm trees...and 8." He is referring to the desert oasis with the figure eight shaped pond and the two palm trees that grow just to the north. The clue also suggests that you must walk around the trees in a figure eight shaped pattern. If you do all this, the cliff above the trees will shake and rumble, revealing the long lost entrance to Medusa's Cave. Amanda will be your helper in the cave, where you will find the Ice Spell and lose a friend.



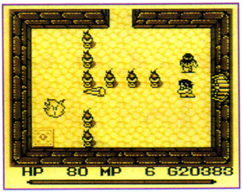
After obtaining the clue from the boy in Jadd, who requires the Bag of Fang as a bribe, go to this oasis.



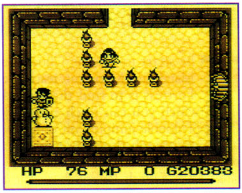
Walk around the two palm trees in a figure eight pattern until the cave entrance opens in the cliff.

HOW DO I USE THE ICE MAGIC?

In Medusa's Cave, and other caves later on in the game, you'll find the Ice Spell to be a great help. Whenever you enter a room and find door triggers that operate only when something is standing on them, you can put the Ice Spell to work. Freeze one of the enemies in the room by casting the Icicle Ice Spell. Once the creature has turned into a snowman, push it onto the door trigger. Now the door will stay open and you can pass through without a hitch.



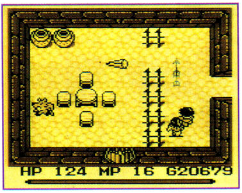
In rooms with door triggers that don't automatically stay open, freeze one foe using the Ice Spell.



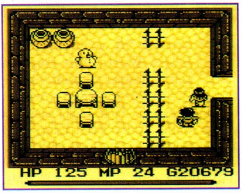
Frozen enemies look like snowmen, and they can be pushed over a door trigger, which opens the door.

HOW DO YOU CONTROL THE ICICLE?

In some of the later dungeons of Final Fantasy Adventure, you'll need to know a useful technique for controlling the movement of your Ice Spell. Use the Control Pad to guide the Icicle to its target! By facing in different directions, you can bend the path of the spell as it flies toward the enemy. This is particularly useful in rooms with internal walls that would block a straight shot. It can also be a difficult technique in narrow passages. Only the Ice Spell can be manipulated in this manner.



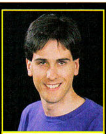
Use the Control Pad to control the path of the Ice Spell as it flies toward an unsuspecting target.



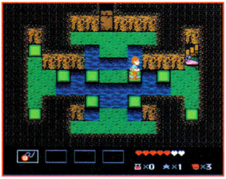
The ability to guide the Ice Spell Icicle will become crucial in later stages of the game.

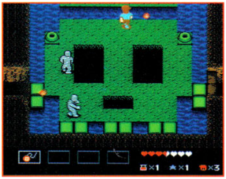
STARTROPICS

HOW DO I GET THROUGH THE GHOST TUNNEL


Richard Ham

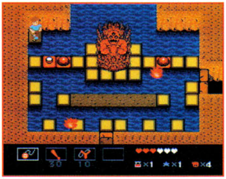
There are two very tricky areas inside the Ghost Tunnel that can keep Mike stuck in the dark. When you meet the Slug, you'll be very close to a secret passage. Defeat the Slug and walk through the wall to the right. The second area also seems like a dead end, but it isn't. Here, Mike must jump up onto what looks like a narrow ledge at the top of the screen. From the ledge above you'll be able to continue on.

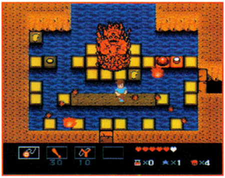

Yoyo the Slug, ignore the stairs and walk into the wall just to the right of where the Slug was sitting.


The green strip along the top of the screen may not look like a place to which you can jump, but it is.

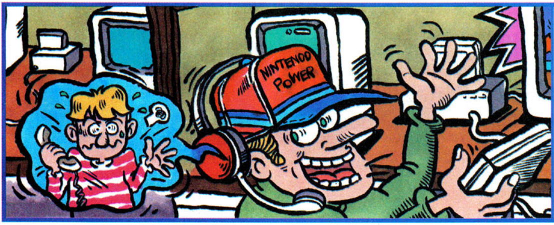
? HOW DO I DEFEAT MAGAMA THE FIERCE? ?

Magma the Fierce can't be destroyed by conventional means like an attack from a well-aimed Yoyo. Instead you'll want to destroy the two links that hold Magma's platform out of the water. Once the links are gone, the platform will sink and Magma will be doused. While dodging Magma's fiery shots, first hit the trigger at the upper left corner of the room to make the button appear next to the left link. When you hit that button, the left link vanishes. Now hop to the second trigger on the bottom right corner of Magma's platform, then hit the button that appears on the right side of the link. Once the final link is severed, Magma's platform will sink and his flames will sputter out.


Jump to the trigger in the upper left corner, then hit the button on the left side of the platform.


Hop onto the trigger at the lower right corner of the platform, then hit the final button to sink Magma.

GET IT STRAIGHT FROM THE SOURCE!



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P.O. Box 97033
Redmond, WA
98073-9733

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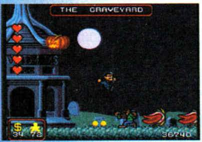
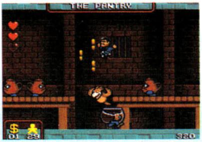
(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

The Addams Family™

EGAD! I SEEM TO HAVE LOST MY FAMILY!

They're gone, all right, and in the Addams Family's new adventure, produced for the Super NES by Ocean, Gomez leaves no gravestone unturned as he searches for his lost loved ones. Great graphics, down to the impatient tapping of Gomez's toe, and the game's great depth, from attic to basement and beyond, make it hauntingly good fun, especially for fans of the creepy, kooky family. It's a good thing that the game has a Password feature—the mansion and its grounds are huge!



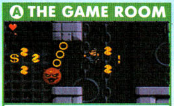


TM & © 1991 Paramount Pictures

I KNOW A THING OR TWO ABOUT THIS HOUSE!

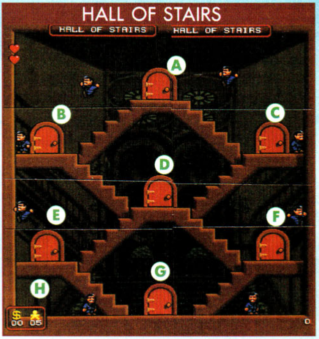
Thing really gets around in this spooky old mansion. When you see his box, check it out. He might have a tip that will help you make sense of what's coming up. You'll begin your search in the Hall of Stairs. What's behind door number one? The only way to find out is to press Up on the Control Pad and open it! Some doors lead to ooky rooms; others lead to the ghastly grounds outside.

Ⓐ THE GAME ROOM

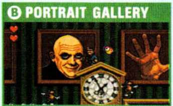


You won't find Tinker Toys in the Addams' Game Room! Their taste in toys is much more "exotic" than that. Look for secret doors!

HALL OF STAIRS

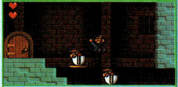


Ⓑ PORTRAIT GALLERY



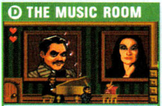
Paintings of famous family members adorn the walls of the Portrait Gallery. Admire them on your way through to the Hall of Clocks.

Ⓒ THE KITCHEN



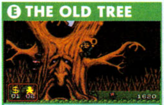
What's cooking in the kooky Kitchen? Don't ask! Just dodge the dancing teacups and find the Pantry and Granny's Stove.

Ⓓ THE MUSIC ROOM



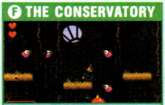
Freed family members gather in the Music Room, where Lurch provides the entertainment. His tune has a grand finale.

Ⓔ THE OLD TREE



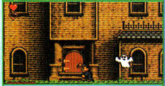
The bare-branched old tree in the yard has a belligerent bird at its top. Climb up to take a closer look, if you dare.

Ⓕ THE CONSERVATORY



What haunted house is complete without a Conservatory filled with exploding plants, bad bunnies and king-sized spiders?

Ⓖ THE FRONT DOOR

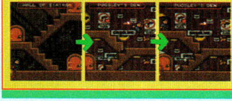


Don't bother to ring the bell—Lurch is busy and won't come to the door. Press Up on the Control Pad to enter.

SEARCH FOR THE SECRET DOOR

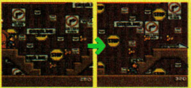
Ⓗ PUGSLEY'S DEN

A hidden door in the Hall of Stairs leads to a treasure trove and 1-Up bonanza. Walk to the lower left corner of the hall and press Up. A hidden door will open, and you'll enter Pugsley's Den. Take the 1-Up there, then jump to the upper level. Press Up again to make another door appear. This one leads to more treasure and more 1-Ups.

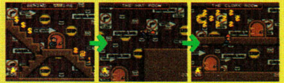


1-UPS GALORE!

All of the rooms have treasures, but one has a ledge that is too high for you to jump to. You'll have to use the Fezi-copter to reach the door on that ledge. Go to the room with the 'copter, get it and return to the room with the ledge in time to fly up to the door. Enter to collect tons of 1-Ups.



It isn't easy to get the hat and return to the room in time to fly up to the door above, but it's definitely worth trying until you make it. Inside the door are enough 1-Ups to keep you in the game through fast and furious enemy attacks.



LET ME GIVE YOU A HAND...

Crazy Abigail Craven has bewitched Uncle Fester, and now he's about to hand over the family fortune! She has also enlisted some conniving cohorts to capture and cage the other members of the family. Only Gomez can stop her. Thing advises you to increase your strength before you start searching for the family. When you begin, you have only two Hearts in your life meter. By defeating some major enemies, you can add three more.

HAVE A HEART: CLIMB THE OLD TREE

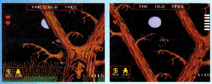
To collect your first extra Heart, climb the Old Tree and defeat the dive-bombing Bird at its top. This tree is no place for a tree house—it's a crotchety-looking old bag of bark with bare branches.

THE ROUTE TO FOLLOW:

HALL OF STAIRS ➧ THE OLD TREE

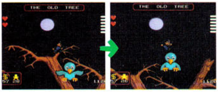
●THE OLD TREE●

Approach from the right and jump up onto the lower right branch. From there, jump to higher branches on the left.



THE BIG BIRD

This Bird is really big, and you have to hit it on the head when it dips below you. Stay on the branches to the sides of its nest, moving right when it moves left and left when it moves right. Wait for it to swoop down before attempting to pounce.



Wait at the ends of the branches where it's safe until the big Bird takes a dive, then hop on its head.

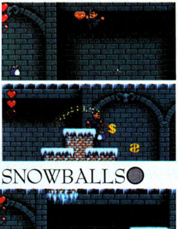
HAVE ANOTHER HEART: TAKE THE ICY STEPS

If you enter the Kitchen and go left through the Pantry to the door there, you'll find yourself in a slippery, slidy world guarded by a sinister snowman. Are you ready for the snowball fight of your life?

THE ROUTE TO FOLLOW:

THE HALL OF STAIRS ➧ THE KITCHEN ➧ THE PANTRY ➧ PENGUIN PROBLEMS ➧ SLIPPERY SLOPES ➧ THE ICY STEPS ➧ ROLLING SNOWBALLS ➧ THE SKI SLOPES ➧ THE SNOWMAN

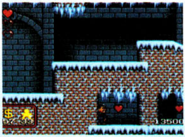
●PENGUIN PROBLEMS●



The pesky, pecking Penguins here come after you in flocks, and the slick surface makes finding your footing icy and dicey. When you come to the Invincibility Shield, bounce off a Penguin to reach it. Now you can charge through the little gents.

●ROLLING SNOWBALLS●

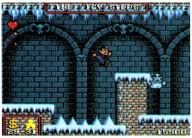
Huge Snowballs will flatten you like steamrollers if you cross their paths. Keep moving and jump over them as they roll towards you. Watch out for dangers in the air, too. Take the time to look at what's ahead before you leap.



At last! Some Hearts! You can just walk right through the brick wall to get them.

●ICY STEPS●

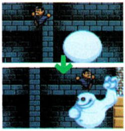
Yikes! The ceiling is lined with deadly ice spikes, and some stretches of the floor are, too. You'll have to jump over the spikes below without flying so high that you hit the ones overhead. Don't slide off the steps!



It takes careful timing to jump this gap. Leap at the last moment.

THE SNOWMAN

The Snowman is a cool character with a hot temper. He rolls back and forth as a simple snowball, then stops to form a face. Jump on his head just as he forms, then get ready to dodge the ice spikes that fall from above when he rolls to the left.



A THIRD HEART: STROLL IN THE GARDEN

Finding a third Heart will bring your life meter total to five. You can earn it by defeating the huge Centipedes that guard the area just past the Wormy Way.

THE ROUTE TO FOLLOW:

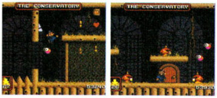
THE HALL OF STAIRS ➧ THE CONSERVATORY ➧ THORN PASS ➧ WORMY WAY ➧ THE CENTIPEDES

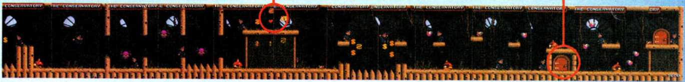
CONSERVATORY

The Conservatory seems serene enough, but those merrily chirping birds will gladly rob you of Hearts, and some of the plants explode, sending life-threatening debris in all directions. Stay on the safer upper routes as much as possible.

SWITCH TO THORN PASS

The door to Thorn Pass is blocked. To remove the blocks, flip the Switch on the trellis in the garden. You have to make a tricky jump and bounce off an approaching bird to land on the trellis platform above.



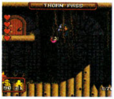


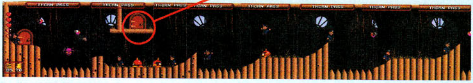
THORN PASS

You'll make a quick jog through Thorn Pass. Inside the door is a field of spikes that you can cross safely by using the big spider for a stepping stone. When you land on the other side, watch out for a spiky enemy.

BIRD BOUND

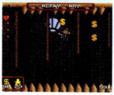
Walk under the door and wait at the highest point on the right. When a bird flies by, rebound off it to land up by the door.





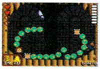
WORMY WAY

Hit the Switch above the door, then go left and jump onto the platform and walk back to the right. Near the end, you'll come to a series of ropes above a spiked expanse. Jump from rope to rope, avoiding the spikes above and below.

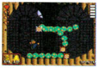


THE CENTIPEDES

The Centipedes aren't as tough as they look. Stay in the safety zone as they approach and jump on them as they retreat. Hit them anywhere except their heads! With some well-timed jumps, you'll squash the crawly critters in no time.



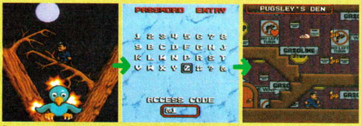
Stand in the lower right corner. They'll come close, but they won't touch you.



Skip over their heads and land squarely on their green midsections to score hits.

PASSWORD POWER!

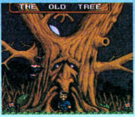
Every time you save a family member or earn a Heart, you'll get a Password. Use it to collect mass 1-Ups! Carefully write the Password down, then reset the game and start again using the Password. All of the 1-Ups will be back, and you can collect them again. Save as many lives as possible when you beat a major enemy—you'll still have them when you start again with your new Password.



Beat a major enemy and get a Password. Reset the game, use the new Password, then go collect 1-Ups.

RESCUE ME FIRST, DADDY!

Now that you have five Hearts and some extra lives saved up, start looking for family members. Though far from helpless, Wednesday is the youngest, so start by searching for her. Her morbid curiosity might have taken her to the graveyard. Look for a secret underground passage that will lead you there, then search for clues about Wednesday's whereabouts.

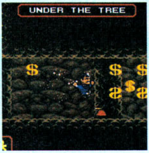


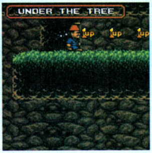
THE ROUTE TO FOLLOW:

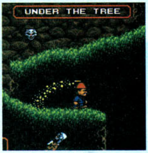
THE HALL OF STAIRS ➔ THE OLD TREE ➔ UNDER THE TREE ➔ UNDER THE GRAVEYARD ➔ THE UPPER TOMB ➔ SPOOKY DROP ➔ THE ARCH VAULT ➔ JESTER'S JUMP ➔ THE STONE STEPS ➔ THE CRAZY CRYPT ➔ THE FIRING FISH ➔ CHAMBER OF WALLS ➔ THE ANTEROOM ➔ THE GHASTLY GOBLIN

● UNDER THE TREE ●

Take the elevator in the lower left down to a secret room filled with money and a Fezi-copter. Don the hat and fly up and over to an opening on the right. Collect the money, then continue to the platform on the upper right to pick up 1-Ups and Hearts. Next, get the Invincibility Shield from the lower right.





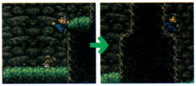


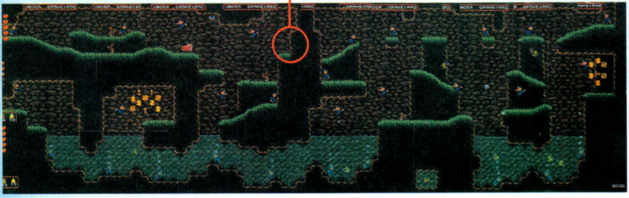
● UNDER THE GRAVEYARD ●

Keep heading towards the lower right to enter the area Under the Graveyard. When you get down to the lowest level, you'll find a tunnel that takes you there. If you want to collect more 1-Ups, dive down and swim to the left.

DON'T MISS THE HIDDEN PASSAGE!

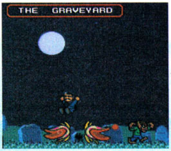
Follow the upper route and bounce off the bunny up to a hidden passage. It looks like a dead end, but you can walk through the wall. Enter the Graveyard through the overhead opening.





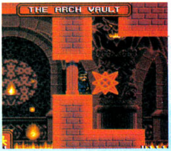
● THE GRAVEYARD ●

With its weirdo werewolves and fire-spewing pumpkins, the Addams Family Graveyard is enough to give anyone the heebie-jeebies—except for Wednesday. She likes to hang around the tomb and play, so she might be here somewhere.



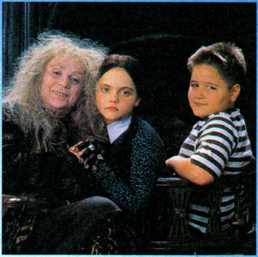
● THE ARCH VAULT ●

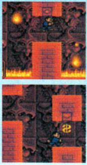
Enter the mausoleum and fall down the Spooky Drop to the Arch Vault. Tombs are supposed to be silent, but this one has bubbling lava pools, marching mummies, jousting jesters and huge crystal stars that drop at a deadly rate.

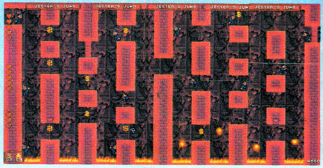


JESTER'S JUMP

Here, you'll learn to leap at the last minute to keep from hitting the blocks above. First, jump down to the lower left and hit the Switch to make the wall disappear so you can hop into the right chamber. Next, jump down to hit the Switch in the lower right corner to dissolve the wall blocking the exit.

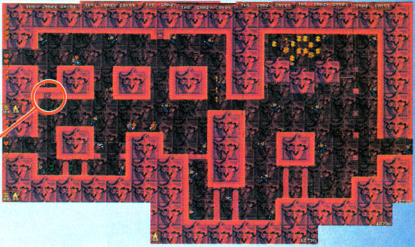






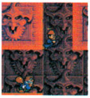
THE CRAZY CRYPT

In the Crazy Crypt and the Firing Fish stage that follows, you can use the cannon balls that the Fish fire to jump higher and cross dangerous gaps in the ground. It's all in the timing.



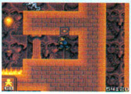
HURRY WITH THE HAT

Jump up to get the hat and hurry into the Crazy Crypt. Fly up to hit the Switch in the upper left, then fly up to the secret room above.



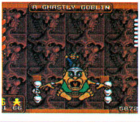
THE CHAMBER OF WALLS

Hop down, hit the Switch just beneath you, then skip across the block to the next Switch. Cross over to the Switch at the dead end to the right, then return to dive off the new opening it creates. Keep tripping Switches as you work your way to the next stage.



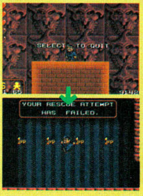
THE GHASTLY GOBLIN

The ghoulish Goblin bobs up and down, shooting skulls from his fingertips. He fires six at once, off to the sides, so you'll be safe if you stand directly below him while he's above the blocks. Be patient. When he drops lower, jump onto one of the blocks and spring from there onto his head.



TAKE A SHORTCUT

Instead of fighting your way back to the mansion after you save a family member, press Start and Select. The game will display "Select to Quit." Press Select to return to the Continue/Quit screen. Don't go in the Continue door immediately; instead, walk off the screen to the left into a secret area with four 1-Ups. Collect them, then walk back to the right and through the Continue door.

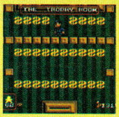


SELECT TO QUIT

YOUR RESCUE ATTEMPT HAS FAILED.

SEEK SECRETS

There are many secret rooms and areas in the game, and they all hide special treasures. Sometimes you must walk through a wall to find them, other times simply jumping at the right spot will yield 1-Ups or lots of points. Look for secret doors, try to walk through walls, and jump all over to find special bonuses.



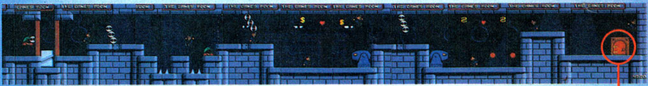
Treasure rooms like this are hidden throughout the game. Look for them everywhere!

YOU HAVE TO BE CLEVER TO FIND ME!

If you find—and use—the right secret doors, this can be the shortest stage. Many of the regular doors have hidden doors above them. Jump to the top of the doorjamb and press Up on the Control Pad to see if one is there. Look for a couple of special hidden elevators, too.

THE ROUTE TO FOLLOW:

**THE HALL OF STAIRS ➔ THE GAMES ROOM ➔
THE TOY BOX ➔ THE RACK ➔
THE TOY TOWER ➔ THE PLAYROOM ➔
THE WACKY SCIENTIST**

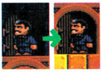


THE GAMES ROOM

Start your search for Pugsley in the Games Room, and get ready for fun and games. Watch out for huge maces that swing from the ceiling, and don't lose your head when you come to the guillotines!

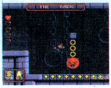
TAKE A SHORTCUT

Don't exit the Games Room by the regular door. Stand above it and press Up to open the hidden door that leads to the Toy Box. From there, exit to the Rack.



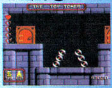
THE RACK

Put a spring in your step! Stand on the springs and hold the A Button to bounce higher. Before you exit, enter the hidden door above the regular one and collect cash.



THE TOY TOWER

The exit leads to the Playroom. See the lower tower by using a secret elevator. Stand near the left wall and press Down. Press Up to return.

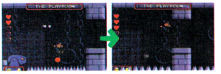


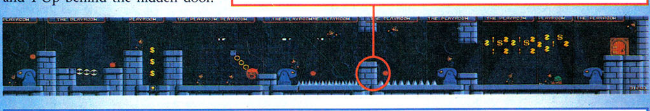
THE PLAYROOM

Only the Playroom stands between you and the Wacky Scientist. Dodge bombs, Boom Booms, and circling swipes, and don't miss the money and 1-Up behind the hidden door.

BOUNCING BULLETS

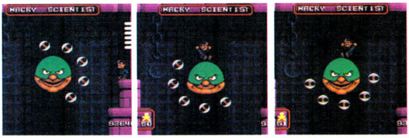
It's no stroll across the stretches of spikes. Jump down and rebound off the flying bullets to save your Hearts.





THE WACKY SCIENTIST

The manic scientist holding Pugsley prisoner bobs up and down with protective orbs circling him. Sometimes he suddenly stops and sends the orbs out in all directions. That's when he's vulnerable. Dodge the orbs, hit him on the head, then retreat to safety and wait for the next good opportunity to pounce.



Wait until the orbs circle away from you, then jump before they come back around.

The Addams Family

After you rescue Wednesday and Pugsley, start looking for Granny, Fester and, finally, Morticia. Make sure that you stock up on extra lives, because the going gets tougher all the time. Get ready to explore more of the gnarly nooks and creepy crannies of this mysterious old mansion.

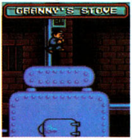
YOU HAVE TO KEEP YOUR ENERGY UP!

The last time you entered the kitchen it was a chilling experience. To find Granny, you'll have to jump from the freezer into the fire! Timing becomes more important than ever as you hotfoot it from the stove to the furnace and beyond. Don't give up! Granny's getting hot under the collar waiting to be rescued. To save her, you'll have to slow roast her hot-tempered host.

THE ROUTE TO FOLLOW:

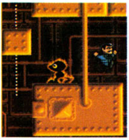
THE HALL OF STAIRS ➧ THE KITCHEN ➧
GRANNY'S STOVE ➧ THE FURNACE ➧
THE GRILL ➧ THE HOB ➧ THE OVEN ➧
THE LAST OVEN ➧ THE FIRE DRAGON

●GRANNY'S STOVE●



Before you can enter Granny's Stove, climb up and turn a Switch off. This time, go right when you enter the kitchen. You'll see a blue cap surrounded by blocks. When you flip the Switch, upper left, the blocks disappear. Stand on the cap and press Down to drop into the stove.

●THE FURNACE●



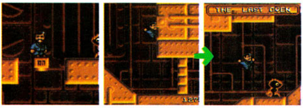
The Furnace is full of hot shots. Don't take on the Flame Men—you'll just get burned if you do. If you aren't flambeéd in the Furnace or sauteéd on the Grill, you'll find yourself hoping to hop through the Hob. Stay cool and figure out how to use the moving blocks as transportation.

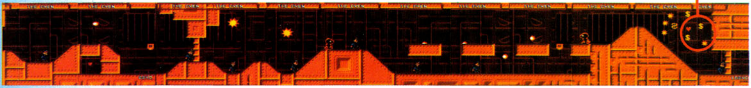
●THE OVEN●

The action heats up when you enter the Oven, but if you flip the right Switches, you'll find a shortcut to the Last Oven. To reach it, though, you'll have to dodge fireballs, leap over lava, and sidestep slimy, bobbing, boiling blobs.

SHORTCUT

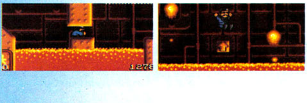
Leave the Switch pictured on. When you come to the wall of blocks, jump up to a hidden passage in the upper right.





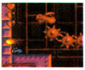
●THE LAST OVEN●

The Last Oven is long and hot. Most of the enemies here are unbeatable, so don't work up a sweat trying to fight them. It's best to keep hopping, dodging and darting as best you can to avoid them.

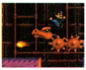


THE FIRE DRAGON

Granny's captor, the Fire Dragon, is a fire-breathing fiend who flies out of the lava pools to attack. Its only vulnerable point is its head—if you touch the spiny body you'll surrender a Heart.



Watch the serpent's pattern and stay out of the line of fire.



Attack when it circles away and comes straight back at you.

HURRY, GOMEZ! THIS WITCH IS DRIVING ME BATTY!

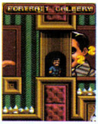
This whole mess really isn't Fester's fault. He's under the sinister spell of wily, wicked witch Abigail. If you can follow the complex path that leads to her jail, perhaps you can talk some sense into him and find out what he's told her about the family fortune. The future of the family is at stake, so go to the Portrait Gallery and start searching.

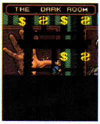
THE ROUTE TO FOLLOW:

HALL OF STAIRS ➧ PORTRAIT GALLERY ➧ THE ARMORY ➧
HALL OF CLOCKS ➧ THE WEAPONRY ➧ FLY, FLY, FLY ➧
THE LOWER GALLERY ➧ THE LIBRARY ➧
THE READING ROOM ➧ THE BIG BOOKS ➧
THE TRAIN ROOM ➧ THE WITCH

THE PORTRAIT GALLERY

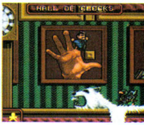
Press Up when you reach the dark doorway. You'll enter a Dark Room. Sure, you can't see, but there aren't any enemies here, only money. Just don't step down onto the spikes!





THE HALL OF CLOCKS

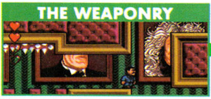
What a clock collection! Time flies as you dodge pendulums and soar over spikes, but stop when you see a Switch above a bear rug's head. Jump up to make a block appear. Bounce off a baby bear to hop onto it and flip the Switch, which makes blocks appear over the spikes.



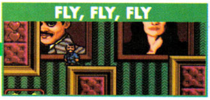
THE WEAPONRY & FLY, FLY, FLY

In the Weaponry stage, suits of armor swing massive maces and minimenaces make progress difficult. You'll also have to do some fancy footwork to cross gaps lined with tooth-like spikes.

THE WEAPONRY

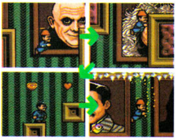


FLY, FLY, FLY



GET THE HAT, GO BACK

You can't jump to the upper ledge at the end of the Weaponry area. Go find a hat, return, fly to the ledge and enter the Closet. Pick up the treasures and rush through Fly, Fly, Fly while you're invincible.

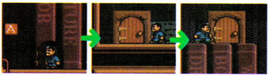


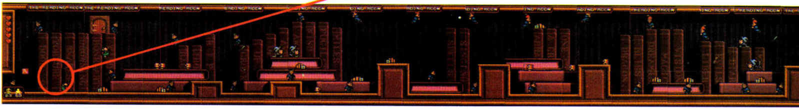
THE READING ROOM

You can't jump to the door above the books, if you read the right book, though, you'll find a hidden door that leads up to it. When you find an interesting title, press Up to read.

ABOVE THE BOOKS

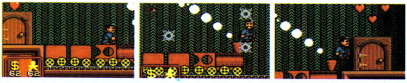
Press Up by the book with "Door" in its title. Enter the book and exit above the stacks.





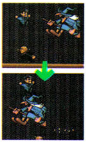
THE TRAIN ROOM

All aboard! Hop on the steam engine to make the train pull out from the station. The safest place is either just beside or on top of the smoke stack. Jump and duck to avoid the obstacles along the route. It's a non-stop trip—you have to go back to the terminal to start again if you don't make your destination.

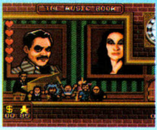


THE WITCH

Crabbed Abigail Craven has worked her wicked magic on poor Uncle Fester. He's wandering back and forth in some kind of trance while she flies gleefully overhead on her broom, bombing below with magic balls. Fester can help, though. With careful timing, you can bounce off his head high enough to bop Abigail when she dips down to attack.



WHERE ARE YOU GOMEZ? I'M WAITING.

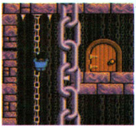


After rescuing Fester, return to the Music Room. They're all there, listening to Lurch play. When he finishes his tune, the wall of blocks disappears. Enter the door to search for Morticia. It's tough going because every time your life meter expires you must begin again at the beginning of the stage.

THE ROUTE TO FOLLOW:

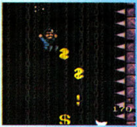
THE HALL OF STAIRS ➔ THE MUSIC ROOM ➔
THE CHAIN ROOM ➔ AMAZING CHAINS ➔
HALL OF CHAINS ➔ STEPS DOWN ➔ CHAIN OF COINS ➔
THE CAVES ➔ DOWN DEEPER ➔ THE CATACOMBS ➔
THE MINE SHAFT ➔ THE BIG CAVERN ➔
THE VOLCANOES ➔ TO THE RIVER ➔
THE GONDOLA ➔ ADDAMS' VAULT ➔
THE TREASURY ➔ THE NASTY JUDGE

THE CHAIN ROOM



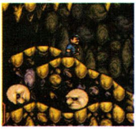
It's Tarzan time! Except instead of leaping from vine to vine, you'll be swinging between the chains that hang from the ceiling. Jump from low on the chains to avoid hitting obstacles overhead.

CHAIN OF COINS



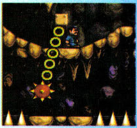
It's a chain of a different kind, fortunately. Simply drop into the room and collect as much money as you can on your way down. From your landing site, find the door that leads to the Caves beyond.

THE CAVERN



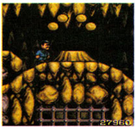
All kinds of creepy crawlies inhabit the Caverns and Caves below the mansion. You really have to be careful to avoid hits from now on, because when your energy is up, you start back at the beginning.

THE CATACOMBS



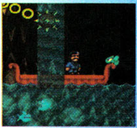
Boom Booms and spikes make life difficult in the Catacombs. If you find the shortcut through the Mine Shaft, it's easier going. Rebound off a bird to get up to the door, then drop down the Shaft.

THE VOLCANOES



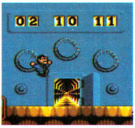
The Volcanoes explode suddenly in a barrage of lava balls that cause serious damage. To play it safe and rack up points, stand on top of the mound and stop the lava flows. Move on between eruptions.

THE GONDOLA



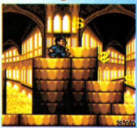
The Gondola looks fun and inviting, but it may not be the safest mode of transportation. There are lots of enemies in the upper route. Try swimming, avoiding the piranhas, to the end of the stage.

ADDAMS' VAULT



There it is! The Addams Family Vault. You don't need a combination—it looks like someone beat you to it. Stand in front of the open door and press Up to enter the next stage and find the culprit.

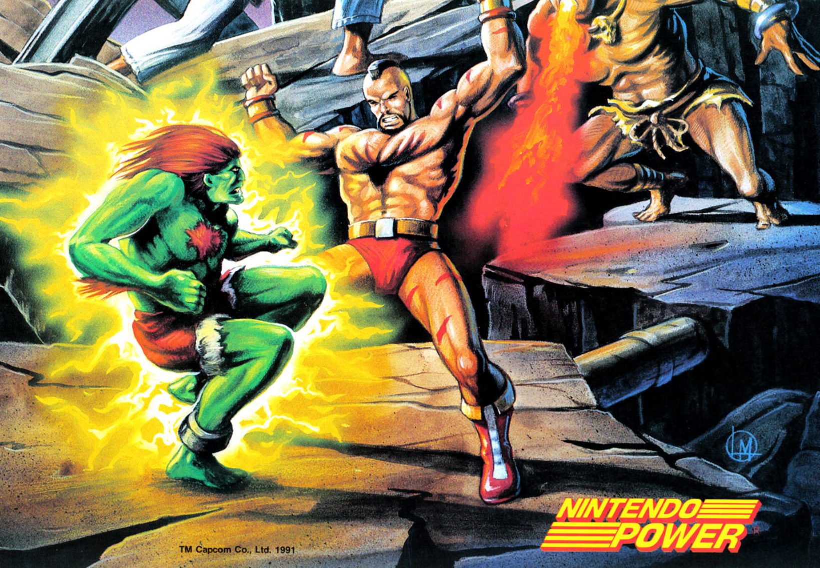
THE TREASURY



The Addams' Treasury is a cache of wealth in the form of money, Hearts and 1-Ups. You'll need all the strength you can gather to succeed against the Judge in the final trial. What will the verdict be?

WHEN YOU MEET THE JUDGE, YOU'RE ON YOUR OWN. **ARGUE YOUR CASE!**

STREET FIGHTER II™


NINTENDO POWER

TM Capcom Co., Ltd. 1991

WWF® SUPER WRESTLEMANIA™

SLAM BAM ACTION!!

The war in the ring is on! Ten of the WWF's top contenders fight for bragging rights in LJN's WWF Super WrestleMania, an action-packed slamfest for one or two players. Set up a grudge match between the Hulkster and the Undertaker, pair up the Million Dollar Man with Sid Justice against the Legion of Doom, or join the Survivor Series and make a team of your favorite pros to take on another group of brawlers in a fight to the finish. The action takes place with big, bold characters, super sound effects and great play control. You'll really feel like you're in the ring with the toughest guys around!

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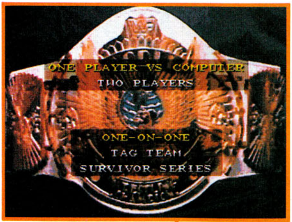
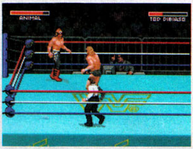
SUPER NES

MAKE YOUR MATCH

There are three ways to play; one-on-one, with a tag team or in the Survivor Series. Set up the match using any of the ten pros in the game and come out of your corner fighting! In a one-player game you take on computer-controlled opponents that are set to wrestle at one of three difficulty levels. Two-player matches put your pros up against an equal number of wrestlers controlled by your opponent.

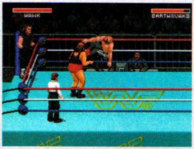

ONE PLAYER VS COMPUTER
TWO PLAYERS
ONE-ON-ONE
TAG TEAM
SURVIVOR SERIES

ONE-ON-ONE


ANIMAL
TED DIBIASE

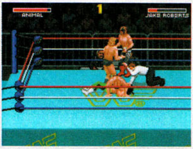
Two brawlers battle until one is down for the count in a no-holds-barred match-up.

TAG TEAM

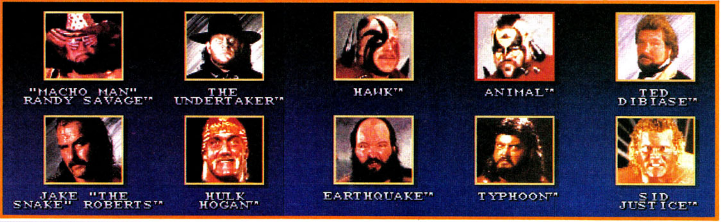

HAWK
EARTHQUAKE

When a fighter is feeling the effects of his opponent's power he can call on his partner for a two-scrapper attack.

SURVIVOR SERIES


ANIMAL
1
JAKE ROBERTS

Teams of four fight to the finish. The game is over when all the pros on one side are pinned.


"MACHO MAN" RANDY SAVAGE™
THE UNDERTAKER™
HAWK™
ANIMAL™
TED DIBIASE™
JAKE "THE SNAKE" ROBERTS™
HULK HOGAN™
EARTHQUAKE™
TYPHOON™
SID JUSTICE™

WWF RULES

The wrestlers in WWF Super WrestleMania look and move like their real-life counterparts. We talked to these masters of the mat and found out about their own personal WWF Super WrestleMania strategies. They all contend that their own characters are the best to choose. Find out why in exclusive Nintendo Power interviews on pages 86-89.

And his opponent . . .

The match is on! Fight to the finish!

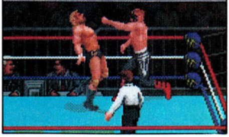
MAT MOVES

You can perform just about every move in the book. Start with a combination of punches and kicks. Then, when your opponent's strength is wavering, let him have it! When you lock up with the other guy, you can toss him to the mat with a body slam or suplex, or you can give him a headbutt that he'll never forget. Here are a few of the most impressive maneuvers:

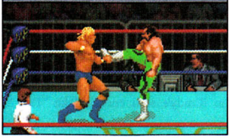
EQUAL ACTIONS

Every wrestler in the game is capable of the same moves. The differences come in their power and stamina. If you're going up against a computer-controlled opponent, he'll favor moves that go along with the specialties of his real-life counterpart.

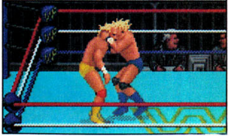
PUNCH



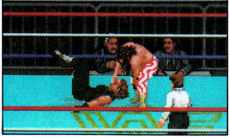
KICK



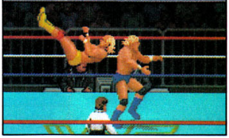
HEADBUTT



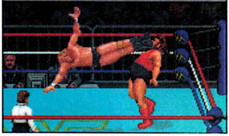
SUPLEX



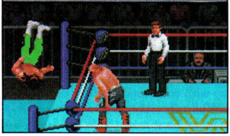
CLOTHESLINE



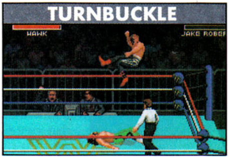
FLYING DROP KICK



OUT OF THE RING TOSS

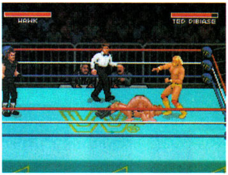


TURNBUCKLE

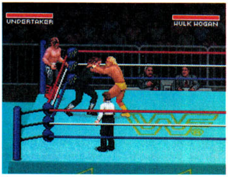


SURVIVOR SERIES

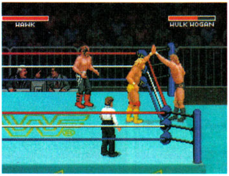
This two-team tourney isn't over until all four members of one team have been pinned. It works like a tag team match. If your fighter is low on energy, he can switch places with the fighter on the side of the ring by giving him a high five. Then you can switch the player on the side with a tap of the Select Button.



You'll be victorious when all opponents have been pinned.



If your energy is low, it's time to tag.



Give your teammate a high five and let him rumble.

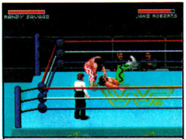
"MACHO MAN" RANDY SAVAGE

6'5" 302lbs.

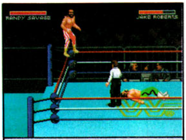
Randy Savage has been a mainstay in the WWF for years and a holder of both the WWF Championship and the Intercontinental Championship Belts. In an exclusive interview with Nintendo Power, he told us that he's very big on the new game. "It's just like getting in the ring, especially when the Macho Man's winning!" And why is Randy the man you should take to the ring? "Because I'm the Macho Man and the madness is out of control! Strike me down with a bolt of lightning. My moves are the real deal on WWF Super WrestleMania!"

TURNBUCKLE TIME!

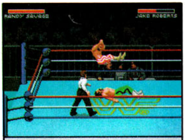
Being on the top of the WWF, Randy Savage knows about climbing to new heights. So it should come as no surprise that his favorite move is "The big elbow off the top rope! Oh yeah!" Try it on Randy's arch enemy, Jake "The Snake" Roberts.



Randy throws the Snake to the mat with a mighty move.

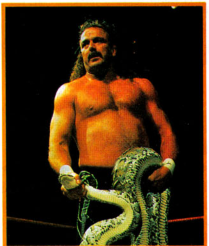


While the Snake is still down, Randy climbs the ropes.



Leaping from above, Randy aims for the weakened Snake.

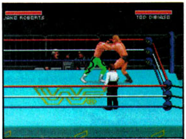
JAKE "THE SNAKE" ROBERTS


6'3" 247lbs.

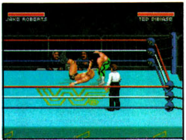
"It's not how big you are," says Jake "The Snake" Roberts, "it's how well you play with your opponent's mind. And I can do that very well." While the subtleties of Roberts' hypnotic wrestling style may not be apparent in WWF Super WrestleMania, Jake contends, "When you choose me, you're choosing somebody who is capable of anything." This slippery fellow is a real fan of the game. "I think that no snake, I mean player, should be without it. It's just like being in the ring. Trust me." Who are his favorite WWF Super WrestleMania opponents? "I'll take on any stinkin' one of them. That goes for Randy Savage and the Undertaker."

TAKE DOWN

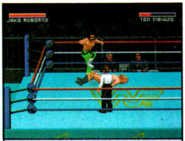
Since Jake's own DDT move is such a winner in the ring, you can give your video opponents a similar slam by grabbing them and pressing the B Button rapidly. They'll go down in a hurry.



Jake the Snake and The Million Dollar Man grab shoulders.



With a burst of energy, the Snake throws his opponent down.



A few leg-breaking kicks quickly deplete Ted's energy.

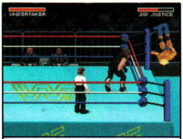
THE UNDERTAKER

6'6" 294lbs.

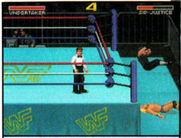
While the Undertaker would rather speak with his fists and macabre moves like the Tombstone, he did stop to tell us, "WWF Super WrestleMania is as close to the dark side as you will get." His argument for putting him on your side is, "because the Undertaker makes sure his opponents rest in peace." And there's no one that this mysterious man would like to see flat on the mat more than "one Jake the Snake." The Undertaker has been in the WWF circuit for quite some time, but won't say just how long it's been. "I've been here for eternity and I have held the WWF Title." If he ever tires of wild antics like locking his opponents in coffins, the pale powerhouse will be "tending to my funeral parlor with Paul Bearer." For now though, he'll continue to bury his opponents with headlocks and body slams. Randy Savage has confessed that he'd like to join up with this cool customer and take on the Natural Disasters. Talk about a terrific tag team match!

AN EARLY END

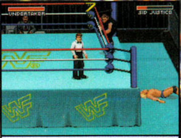
By keeping your opponent out of the ring for ten seconds, you can bury him before the match is over. Throw 'em out.



After a few good shots, the Undertaker throws Sid out of the ring.



A drop from the ropes will hurt Sid's chance of recovery.



If Sid's still out at the count of 10, the match will be over.

THE NATURAL DISASTERS

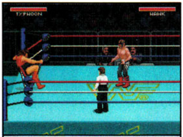
EARTHQUAKE
6'2" 475lbs.

TYPHOON
6'1" 358lbs.

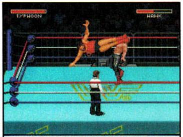
While the terrifying team of Earthquake and Typhoon haven't yet won the WWF Tag Team Title, Typhoon proclaims, "When we do win the title, we'll hold it forever." Earthquake knows just exactly who they'd like to meet in a title match, "We would like to beat the tar out of the Legion of Doom." And what do they think of the game? "We think it's great," bellows Earthquake, "but they could have made us a lot bigger!" Typhoon shares Earthquake's enthusiasm, "It's so much like the real thing that we were breaking into a sweat the last time we played it." When asked if the game captures the team's style Typhoon says, "It's captured all right, just like the way we capture our opponents. We're the biggest, the baddest and cruelest men in the WWF!"

KNOCK 'EM DOWN

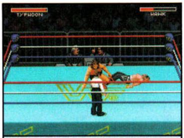
Since Earthquake and Typhoon are so big, they can win on sheer momentum. Have 'em bounce against the ropes and fly into your opponents.



A good bounce will give Typhoon the momentum that he needs.



When he gets within Hawk's range, Typhoon leaps into the air.



The slam knocks Hawk to the mat and sets him up for more punishment.

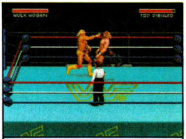
HULK HOGAN

There's no question that the mighty Hulk Hogan is a big fan of WWF Super WrestleMania. "Oh, it's the best Nintendo game I've seen in a while, Hulkamaniacs. There's nothing like it," he says. "It's like being in the war zone, brother." Hulk's ultimate Survivor Series match would be him alone against the Natural Disasters, Ted Dibiase and Sid Justice. And Hulk knows that he could win, "because the power of Hulkamania can't be stopped by any force in the universe."

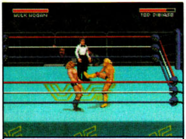
6'8" 303lbs.

HULKAMANIA!

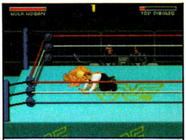
The Hulkster doesn't confess to having a special move because, he says, "Every move I have is the best. Just ask my Hulkamaniacs!" The key to victory with Hulk is weakening your opponents with basic moves as soon as you begin.



The Hulkster gives Ted a handful of power. What a punch!



A couple of swift kicks also work well to hurt Hulk's opponent.

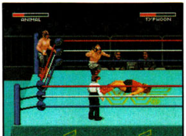


When he's awakened by the powers of Hulkamania, Ted is easy to pin.

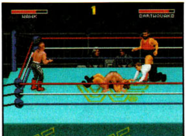
THE LEGION OF DOOM

"We've been in the WWF long enough to know who's who and what's what," says Hawk, one half of the Legion of Doom. "We held the WWF Tag Team Title for a long time," growls his partner, Animal, "and we're gonna hold it again once we get another title shot." Meanwhile, the pair can go for all of the glory in WWF Super WrestleMania and "annihilate the Natural Disasters," says Animal, "because they cost us the WWF Tag Team Belts." His fellow doomer exclaims that the game is "definitely a rushhh. It's about as close as you're gonna get to busting bones in the ring." If the pair weren't stars in the WWF, Hawk says that they'd be in their hometown of Chicago, "and we'd be beating up the toughest gangs in the city." Sounds like they'll get into the upcoming Super NES adaptation of Street Fighter II.

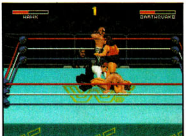
HAWK	ANIMAL
6'10" 328lbs.	6'2" 262lbs.



Animal knocks the wind out of Typhoon and goes for the early pin.



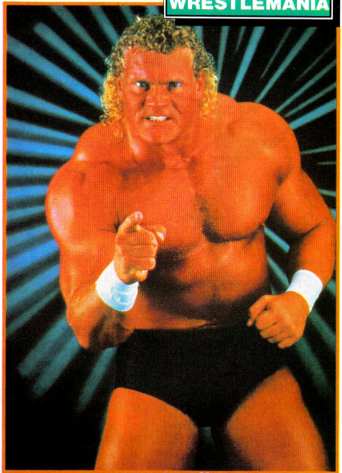
As the ref counts, Hawk and Earthquake climb into the ring.



Here's a chance for Hawk to get in a few extra hits.

SID JUSTICE

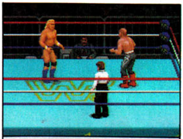
The massive mauler, Sid Justice, says he knows that he's the best choice in a WWF Super WrestleMania match against any other challenger, "because I am big, and justice always stands alone and always wins." His ultimate match in the video ring or elsewhere would be one-on-one against Hulk Hogan. Of the game, Sid says it's as close to the real thing as you can get. "It's a game for every wrestler, because it's just like being in the ring and taking someone's head off." When asked if his enormous size is helpful when he's up against other WWF brawlers Sid says, "Being big makes beating up people all the easier. Just ask any of my opponents!" If Sid ever hung up his tights, he'd take up another hard hitting profession. "I would be a professional bone breaker. I would break bones and get paid for it." Perhaps he should just stick to wrestling.



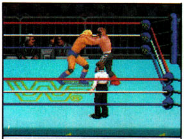
6'6" 279lbs.

UP AND OVER

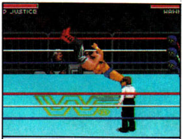
Sid is one of the strongest men in the WWF and capable of tossing any of his opponents over his shoulder. Have him grab his opponent, then press the X Button as quickly as you can. He'll pull the other guy over his shoulder and toss him to the mat!



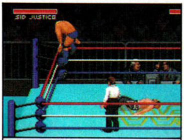
The strength of Sid Justice is unmatched.



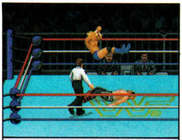
Sid grabs the Hawk and starts to work his magic.



The big guy goes down with a Sid Justice Suplex.



While Hawk's still down, Sid climbs the ropes.



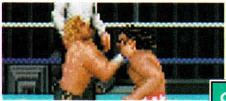
A drop from the turnbuckle knocks Hawk out of contention.

TED DIBIASE

Ted Dibiase, the self-proclaimed "Million Dollar Man," says, "Everybody's got a price and I can buy anybody in WWF Super WrestleMania." That may be true, but he'll have to throw around much more than his incredible riches in order to defeat his video opponents. "In addition to a big bank account, I've got a big body," boasts Ted, "and that's enough to scare the daylights out of anybody!" Ted says that he doesn't have any particular arch enemies "because when you're a millionaire, everybody is your enemy." Of the game, Ted exclaims, "It's so great that I think I'll buy the company that makes it, and this magazine, because WWF Super WrestleMania is just like being in the squared circle."

A MEETING OF THE MINDS

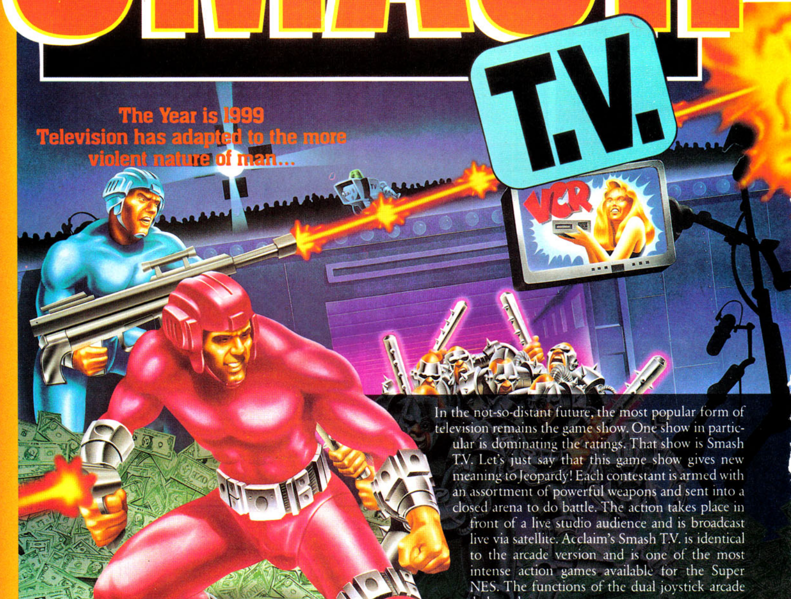
Since there's no bribing players or referees in WWF Super WrestleMania, Ted Dibiase is going to have to try brute strength. A brain crushing headbutt would be a good start.



6'3" 260lbs.

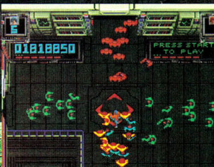
TM & © 1991 Acclaim Entertainment Inc.

SUPER SMASH™ T.V.



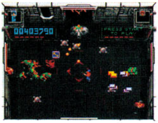
The Year is 1999
Television has adapted to the more violent nature of man...

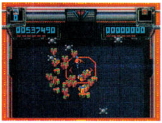
In the not-so-distant future, the most popular form of television remains the game show. One show in particular is dominating the ratings. That show is Smash T.V. Let's just say that this game show gives new meaning to Jeopardy! Each contestant is armed with an assortment of powerful weapons and sent into a closed arena to do battle. The action takes place in front of a live studio audience and is broadcast live via satellite. Acclaim's Smash T.V. is identical to the arcade version and is one of the most intense action games available for the Super NES. The functions of the dual joystick arcade controls have been successfully reworked to accommodate a single Super NES controller.

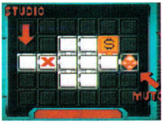


STUDIO 1 TOTAL CARNAGE!

Studio 1 will be your first test. Compared to the other Studios, the enemies aren't too fast and there aren't a lot of them, but it will certainly keep your trigger finger busy. Notice the room with the $ sign in it. If you get into this room you will be rewarded with a bonanza of cash and prizes. When you enter the room, check out where the mines are because the prizes will usually appear in those areas. Tricky.

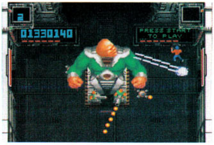




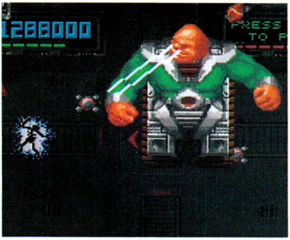


NO WAY!!! IT'S MUTOID MAN!

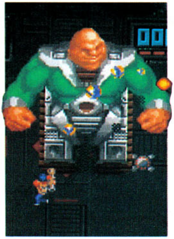
This brute of a machine looks like a tank on the bottom half, but looks almost human on top. Mutoid Man has several methods of attack. He shoots lasers out of his eyes and can also run over you with his tank tracks. Amazingly, Mutoid Man can maneuver quickly to the left and right. Don't stand too close. Regular bullets from your gun will do no harm to Mutoid Man. You must pick up the special weapons which appear randomly.



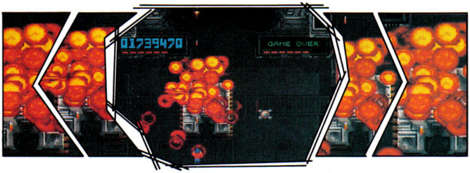
Mutoid Man can't hit you with his lasers if you stand behind him. He can back up quick, though!



Oops! Not quick enough. Mutoid Man takes his revenge with his deadly lasers. Keep trying!



Mutoid Man is very vulnerable to the Nuke Ball Bazooka.



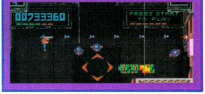
KA-BOOM!!! Mutoid Man goes down in defeat and crumbles in a giant ball of flames. Keep your distance while he is exploding because the flames can burn you. Don't spend too much time celebrating your victory, move on to the next stage.

WEAPONS 'R US

You will always be equipped with a gun. It does a good job, but your firepower will be increased if you pick up any of the items which randomly appear throughout the game.

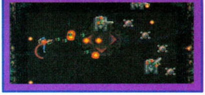
ROCKET LAUNCHER

A great long-range weapon. It can take out a whole line of enemies with ease.



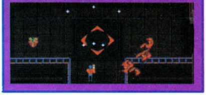
GRENADE LAUNCHER

This weapon is best for close-up confrontations. Keep moving for maximum effect.



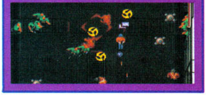
SPREAD SHOTGUN

A triple-threat blaster! Great for cutting a wide swath through a gang of enemies.



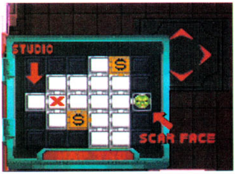
DOUBLE SHOT

Doubles the firepower of any weapon. Don't let enemies touch it or it will be gone.



STUDIO 2 IN YOUR FACE

The enemies which appear in Studio 2 look more like machines than the enemies in Studio 1. Their pattern of motion is a bit different and they tend to gang up more often. By this time it's important to have learned what each weapon and item can do for you and how long it will do it. One of the best defenses is to avoid the enemies. Pick up any Acceleration icon that appears.



PRIZES 'R US

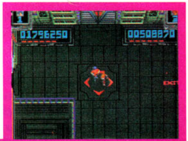
If you're looking to get a high score you'll definitely have to pick up a ton of prizes. When you score a prize, you'll be able to see what you won in the corner of the screen. Don't worry about the prizes if you're just trying to stay alive.

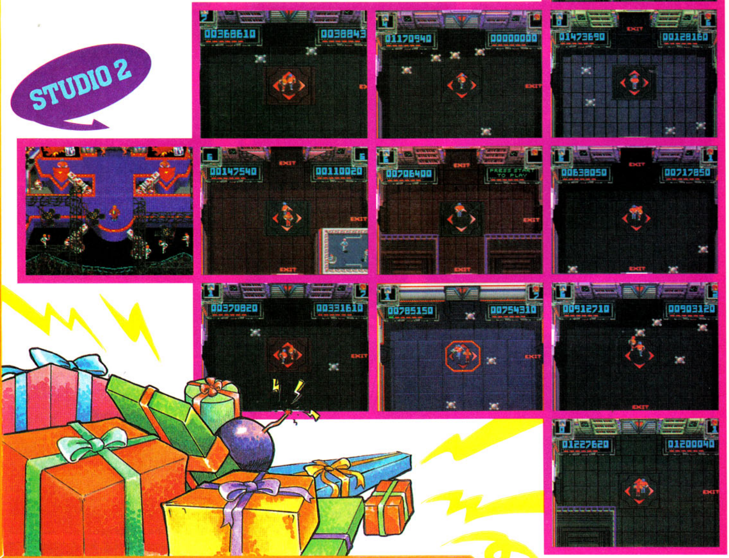
LUXURIOUS VACATION

We hope you make it out of the studios to enjoy this fabulous vacation you've just won.

TOP QUALITY LUGGAGE

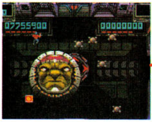
They'll give you the top quality luggage, but the game show producers don't think you'll be able to use it.



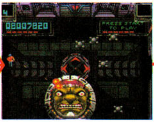


MEET SCARFACE

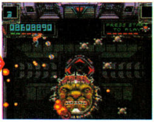
This character is the ultimate pizza-face . . . deep pan variety with extra sauce! Scarface is your last obstacle before you can exit Studio 2. There is no safe spot to stand so keep moving and blast away at his perimeter. His face will blow off when all of the perimeter panels are damaged. A skull mask remains for you to deal with.



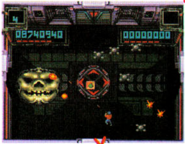
The corners of the room are not safe from Scarface. He'll get you there.



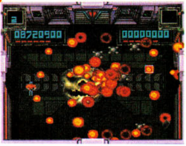
Keep pelting Scarface with any weapon you can grab. Never stop shooting!



Scarface's outer shell is about ready to blow, but you're not done yet.



The mask will give you a tremendous challenge. It's very fast and it will shoot sparks from the eye sockets.



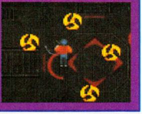
After a tremendous battle, Scarface finally buys the farm. You can only accomplish this feat through speed and persistence.

DEFEND ME

There are several items which can be used for defense. Some of them can be used for offense as well. All items and weapons will usually appear in every room. Learn the use of each item to take full advantage of it.

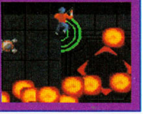
SURROUND

This item will destroy most enemies. It will bounce off of some enemies, though.



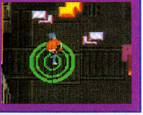
SMART BOMB

BINGO! The Smart Bomb will destroy every single enemy in the room. Very useful.



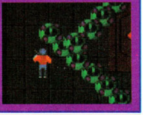
FORCE SHIELD

The Force Shield makes you invincible for a short period of time. Run into enemies.



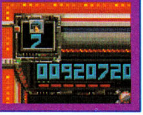
ACCELERATION

A boost in your foot speed is a huge help. Run to a safe spot quickly then shoot.



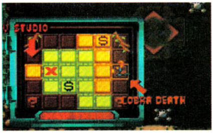
DUDE!

There's nothing more pleasing to the ear than to hear "DUDE!" yelled out. It signals a 1-Up.



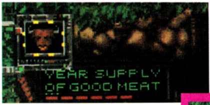
STUDIO 3 TOO INTENSE!

Get set for the ultimate Smash T.V. challenge! There are more enemies here than you ever thought you'd be able to handle—maybe you can't! Only the best Smash T.V. contestants will arrive in Studio 3. However, only an even more elite group may ever make it out. Members of this group must have comprehensive knowledge of the enemies, weapons and special items. They must also have unflinching nerves, lightning fast fingers and an uncommon amount of game finesse. Studio 3 is laid out in the same manner as Studio 2, but the rooms are much more terrifying. The amount of enemies can be overwhelming in most of the rooms.


STUDIO
COBRA DEATH

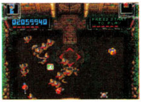
NEW PRIZES!

A year's supply of good meat is just one of the prizes which Studio 3 offers. The prizes are sometimes used as decoys. Watch out for the mines.


YEAR SUPPLY OF GOOD MEAT

A LITTLE LESS HUMAN

The enemies of Studio 3 vary much more in shape and form. However, it doesn't really matter . . . just shoot them!


02059940
PRESS START TO PLAY

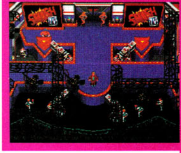
Don't let the groups of scorpions gang up on you. They can deliver a mighty sting.

03016350
PRESS START TO PLAY

01071800
00000000
EXIT

01948910
00000000
EXIT

02649180
PRESS START TO PLAY
EXIT

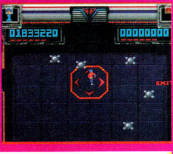


00430080
EXIT

00815370
PRESS START TO PLAY
EXIT

01298550
00000000
EXIT

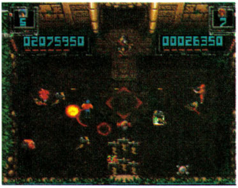
00924730
00000000
EXIT


01833220
00000000
EXIT

02872590
PRESS START TO PLAY
EXIT

03734310
PRESS START TO PLAY
EXIT

TWIN TERRORS

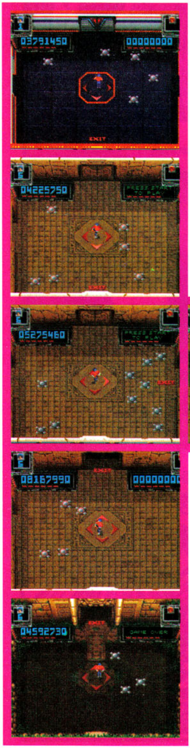


Press start on Controller 2 for Contestant 2.

PRESS START
TO PLAY

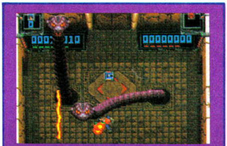
Double the firepower with two contestants!

Smash T.V. is totally fantastic in the 2-Player simultaneous mode. Contestants can compete against each other for cash and prizes, but each player is definitely on the same team when it comes to the ultimate objective–destroy enemies and get to the next room! Bullets from the gun of a contestant will not harm the other contestant. Both contestants have the same abilities and can use any item or weapon with the same effectiveness. If a 1-Player game is started, a second contestant can pick up a controller and join in at any time during the battle. Working as a team is probably the best way to progress through the game.

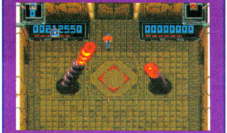


COBRA TWINS

This deadly Cobra couple is doubly dangerous. Not only are they deadly to the touch, but they can reach anywhere on the playfield. They will also shoot streams of molten venom from their mouths. Keep moving and shoot at both of the elongated Cobras.



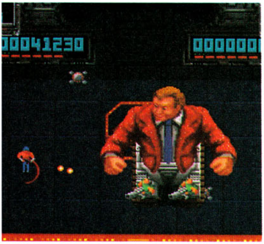
Shoot at the Cobra head if it gets too close.



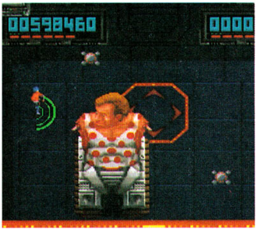
Dual exploding mechanical snakes what a sight!

M.C. MUTOID MAN

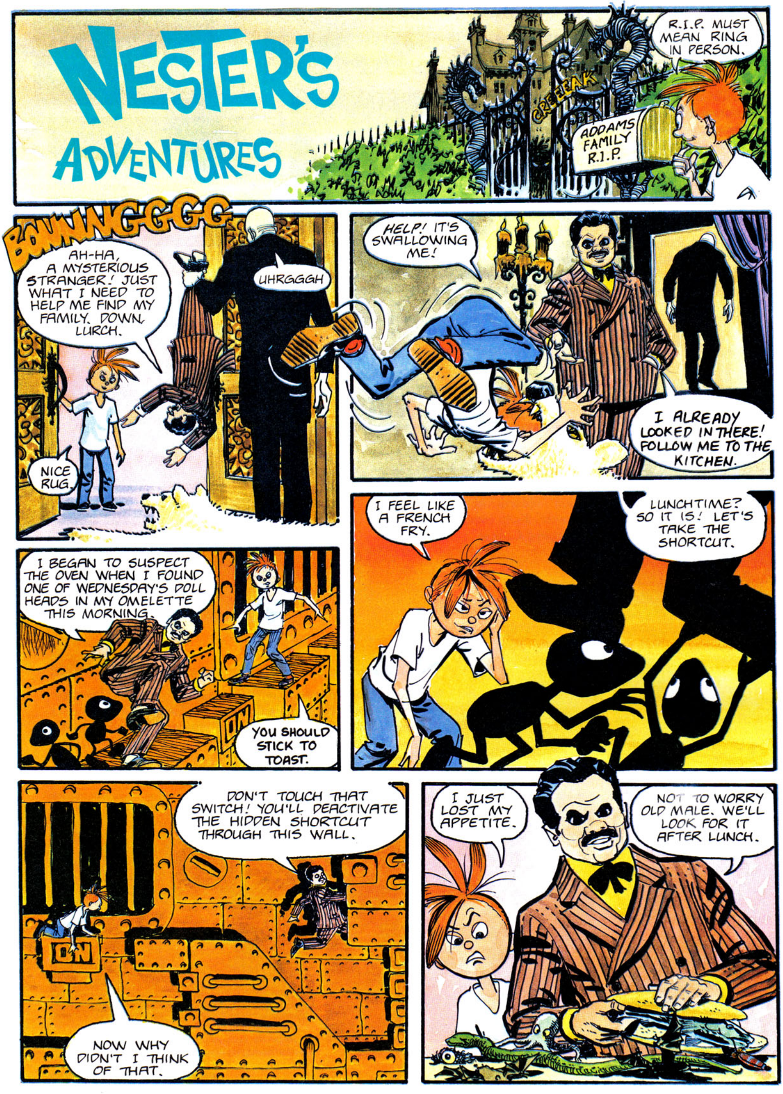
Remember Mutoid Man? Well, he's back! This time his upper half takes on the form of the Master of Ceremonies. It will take more hits to defeat this new and improved Mutoid Man. He will still shoot lasers out of his eyes, but the thing to watch out for is his deadly tank tracks. He moves very fast and can easily run you over if you're close enough!



The once-supportive game show host, now in the form of Mutoid Man, gets to take his shot at you now.



You've got him down to his skivies! Embarrass him some more by blasting his head off.


NESTER'S ADVENTURES
CREEEAK
ADDAMS FAMILY R.I.P.
R.I.P. MUST MEAN RING IN PERSON.
BONNNGGGG
AH-HA, A MYSTERIOUS STRANGER! JUST WHAT I NEED TO HELP ME FIND MY FAMILY. DOWN, LURCH.
UHRGGGH
NICE RUG.
HELP! IT'S SWALLOWING ME!
I ALREADY LOOKED IN THERE! FOLLOW ME TO THE KITCHEN.
I BEGAN TO SUSPECT THE OVEN WHEN I FOUND ONE OF WEDNESDAY'S DOLL HEADS IN MY OMELETTE THIS MORNING.
ON
YOU SHOULD STICK TO TOAST.
I FEEL LIKE A FRENCH FRY.
LUNCHTIME? SO IT IS! LET'S TAKE THE SHORTCUT.
DON'T TOUCH THAT SWITCH! YOU'LL DEACTIVATE THE HIDDEN SHORTCUT THROUGH THIS WALL.
ON
NOW WHY DIDN'T I THINK OF THAT.
I JUST LOST MY APPETITE.
NOT TO WORRY OLD MALE. WE'LL LOOK FOR IT AFTER LUNCH.

Power Players

ACTRAISER

Eric Parr	Trumbull, CT	Finished
Mike Zuliani	Mississauga, ON	Finished
Andrew Weary	Los Angeles, CA	Finished
Gary Tortora	North Branford, CT	Finished
Gus & Mario Sebastiani	San Francisco, CA	Finished
Chris Strickland	Fancy Gap, VA	Finished
Aaron Bennett	Bay Saint Louis, MS	Finished
John Sermon	Bay City, MI	Finished

BATMAN: RETURN OF THE JOKER

Shawn Jimerson	San Jose, CA	Finished
Tim Gavin	West Point, UT	Finished
Michael Pannullo	Killeen, TX	Finished
John Cromer	Mount Vernon, KY	Finished
Alred Soto	Bronx, NY	Finished

CASTLEVANIA IV

Patrick Brockway	New Brighton, MN	Finished
Timon Wilson	Bowie, MD	Finished
Lisa Herrera	Chicago, IL	Finished
Adam Ouellette	East Longmeadow, MA	Finished

DRAKKHEN

James White	Johnston City, IL	Finished
Joseph Shake	Saint Louis, MO	Finished
Carina Gibba	Jacksonville, AR	Finished
Richard Semder	Reseda, CA	Finished
Shannon Jacobs	Saint Louis, MO	Finished
Estelle Chalet	Long Beach, CA	Finished

DUCK TALES

Andy Crews	Omaha, NE	Finished
Mark Herring	Goshen, IN	Finished
Jacob Mills	Ithaca, NY	Finished

FINAL FANTASY II

Tracy Keller	Deer Creek, IL	Finished
Jason BiMalto	Albuquerque, NM	Finished
David Edminster	Greeley, CO	Finished
George Brown	York, PA	Finished
Anthony Olmo	Brooklyn, NY	Finished
Mike Wagner	Valencia, CA	Finished
Melba Frank	Omaha, NE	Finished
Jason Durham	Corvallis, OR	Finished
Seth Diehl	Phoenix, AZ	Finished
Andrew Morris	Mystic, IA	Finished

FINAL FIGHT

Eddie Greene	Fort Collins, CO	Finished
Evan Solida	New Castle, IN	Finished
Chris Guffey	New Castle, IN	Finished
William Nicolich	Howard Beach, NY	Finished
George Moran	Carlsbad, CA	Finished
Dru Snyder	North Canton, OH	Finished
Justin Sanders	Athens, AL	Finished
Christian Contaol	San Bernardino, CA	Finished
Joel & Stephanie Brookstein	Philadelphia, PA	Finished

GRADIUS III

Steve Dullum	Farmington, MN	Finished
Jonathan Deonarin	Mount Airy, MD	Finished
Matt Brown	Layton, UT	Finished
Ray Coble	Bellingham, WA	Finished
Shane Bouffiou	Bellingham, WA	Finished
Denny Wong	New York, NY	Finished

THE LITTLE MERMAID

Jeremy Thompson	Tyler, TX	Finished
Alex Stremel	Walnut Creek, CA	Finished
Brandon Stewart	Port Byron, NY	Finished
Ben Hughes	Ashland, NE	Finished
Ken Lockman	Mullica Hill, NJ	Finished
Logan Coleman	Pikeville, KY	Finished
Joey Rathbone	Columbus, MS	Finished
Amy Foster	Strongsville, OH	Finished
Jason Eikmeier	Austin, MN	Finished
John Guari	Edina, MN	Finished
Sherry Ott	Lawrence, KS	Finished

MEGA MAN IN DR. WILY'S REVENGE

Jake LeBeau	Lake Charles, LA	Finished
Cari Johnson	Mesa, AZ	Finished

METROID II: RETURN OF SAMUS

Drew Haines	Marlton, NJ	Finished
Theresa Jaine	Toronto, ON	Finished
Tony Gulotta	Wood Haven, NY	Finished

NINJA GAIDEN III

Jerry Stevens	Mountain Home, ID	Finished
Mike Davis	Mesa, AZ	Finished

BATTLETOADS

Doug Rinard	Lewiston, ID	Finished
Sam Butkovich	Pueblo, CO	Finished
Bryan McGinnes	North Attleboro, MA	Finished
James Corbett	Bronx, NY	Finished
Jonathan Windham	Nacogdoches, TX	Finished

SUPER MARIO LAND

Rickie Yopp	Rocky Mount, VA	Finished
Eli Salameh	Santa Cruz, CA	Finished
Andrew Dunn	Rancho Cucamonga, CA	Finished

SUPER MARIO WORLD

Korey Holland	McEwen, TN	Finished
Todd Ritter	Marlton, NJ	Finished
Pat Bredenberg	Westminster, NY	Finished
Tim Blum	Watertown, NY	Finished
Charles Steelman	Fayetteville, AR	Finished
Jessica Sedbrook	Del Rio, TX	Finished
Pat Lagneaux	Cambridge, OH	Finished
Priscilla Lackey	Cambridge, OH	Finished
Jared Lentz	Broken Arrow, OK	Finished
Andy Johnson	Fair Oaks, CA	Finished
Cheryl Bell	Schenectady, NY	Finished
Steven Giardino	Schenectady, NY	Finished
Bill & Tim Gill	Hilliard, OH	Finished
Willie Linden	Highland Village, TX	Finished
Carl Yerger	Pottstown, PA	Finished
Bryan Cox	Mount Sterling, KY	Finished
Owen Norvell	Portland, OR	Finished

SUPER R-TYPE

Edwin Castro	Los Angeles, CA	Finished
Jason Sadowski	Texarkana, TX	Finished

TETRIS

Carol Rich	Asheboro, NC	402,877
Ginny Young	Atlanta, GA	344,226
Scott Petersen	Las Vegas, NV	306,987
Dan Nagy	Farmington Hills, MI	220,494

TMNT: FALL OF THE FOOT CLAN

Rich Dalla Valle	Torrington, CT	Finished
Ryan Cleland	Yakima, WA	Finished

ULTRAMAN

Joseph Deegan	Oceanside, CA	Finished
Ilan Levine	Brooklyn, NY	Finished

THE UNINVITED

Kevin Shaw	Bourne, MA	Finished
Frank Thurston	Lamont, CA	Finished

U.N. SQUADRON

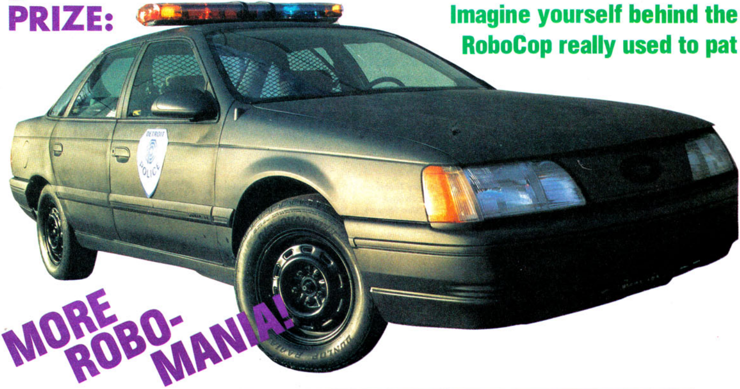
Ryan Belisle	Woonsocket, RI	Finished
Drew Zackary	Wichita, KS	Finished
Andy Lechner	Woodstock, IL	Finished
Kelvin Rouse	Asheville, NC	Finished
Josh Smith	Papillion, NE	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

WIN ROBOC

GRAND PRIZE:



Imagine yourself behind the
RoboCop really used to pat

MORE ROBO-MANIA!

Second Prize:
10 Winners!

- **The RoboCop Game Pak of your choice from Ocean**

ROBOCOP 2
ORION
ocean
DATA EAST
Official Nintendo Seal of Quality
Nintendo ENTERTAINMENT SYSTEM

- **A RoboCop II videotape**

ROBOCOP 2
ORION HOME VIDEO

Third Prize:
50 Winners!

- **Nintendo Power Jerseys**

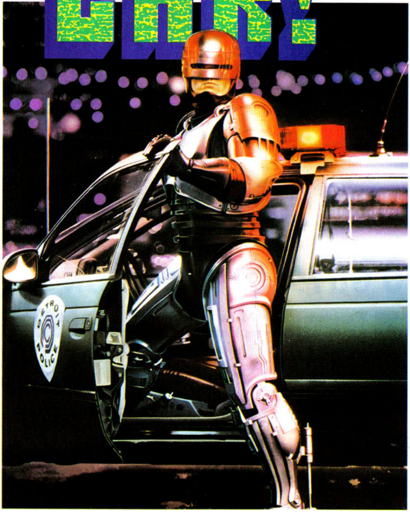
If you aren't wearing Robo-armor you'd better have a Team Power jersey on your back!

OP'S CAR!

wheel of a Ford Taurus that
rol the streets of Detroit!

AND MORE!

- The RoboCop Game Pak of your choice from Ocean's Robo lineup
- A RoboCop II videotape so you can see your car star in Robo-action



OFFICIAL CONTEST RULES

(No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

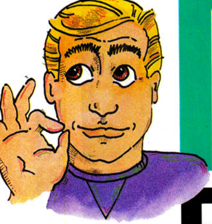
One entry per person, please. All entries must be postmarked no later than May 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about May 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 30, 1992, send your request to the address provided above.

GRAND PRIZE: The car used in the RoboCop II movie will be awarded to the winner if he or she is over age 18. If under 18, the winner must designate a parent or legal guardian over age 18 to receive the car. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $8,000. Some restrictions apply.

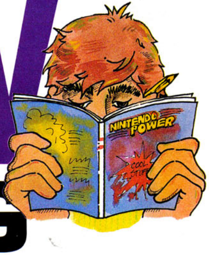
This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

GEORGE & ROB'S



NOW PLAYING

APRIL 1992



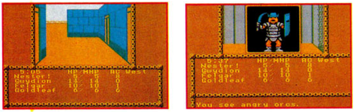
TWO GUYS' OPINIONS ON THE LATEST RELEASES

GEORGE We're here at Cafe Mario to have lunch and discuss recent releases. I suppose that the most important issue on the table is what's for lunch. I'm having soup, salad, onion rings and a Coke.

ROB Not exactly your four food groups but probably more substantial than a sandwich and a bag of chips, which is what I'm having.

GEORGE Let's talk games. We'll go over the list in alphabetical order starting with NES releases. **A.D.&D. Pool of Radiance** is on its way. We seem to cover at least one first-person perspective RPG like this game per issue. It's very much in the tradition of The Bard's Tale, the Wizardry series and several other PC conversions. In the hour or so that I played it, this game didn't really distinguish itself from any other game of the same genre.

ROB Yeah, I didn't play it long enough to really get into it. I like role playing games, but this type requires a lot of set-up from the very beginning and it takes several hours to really get going. I spent a lot of time going around in circles and didn't seem to be breaking new ground.



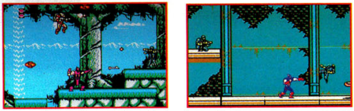
Personal Power Meters for A.D.&D.: Pool of Radiance. George: 3.5 3.0 3.0 3.0 Rob: 3.0 3.5 3.5 3.0.

GEORGE **Captain America and The Avengers** is next.

ROB I like this one. It's really cool. Captain America is a comic book character that everyone is familiar with. He can do a lot of the same types of things in the game that he can do in the comic book, like toss his shield and beat up enemies.

GEORGE Hawkeye is also in the game. He's controlled by Player Two. We should mention that even though this game does have a two-player simultaneous, one-on-one battle, the main adventure takes place with two players taking turns fighting through different locations. It's also nothing like the Captain America arcade game.

ROB No, but it's still a lot of fun. The characters are interesting and they do a lot of cool stuff.

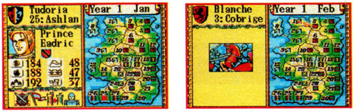


Personal Power Meters for Captain America and the Avengers. George: 3.5 3.5 3.5 3.5 Rob: 3.5 3.5 4.0 4.0.

GEORGE What's your opinion of **Gemfire**?

ROB That's the new historical simulation from Koei, the company that brought us Bandit Kings of Ancient China among others. The setting for Gemfire is Medieval times. I like this subject more than Ancient China or Feudal Japan actually. A game like this requires a lot of work and setting up though, without immediate payback.

GEORGE It's not a game that I would just pick up and play if I had a spare half hour. If you're going to play it right, you've got to set aside sessions of several hours at a time.



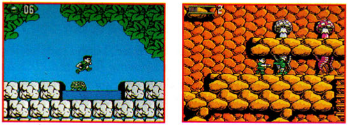
Personal Power Meters for Gemfire. George: 4.0 3.0 3.5 3.5 Rob: 3.0 3.0 3.5 3.5.

ROB Next up are the adventures of the grown up Peter Pan in **Hook...**

GEORGE ...Available for the NES and Game Boy, both virtually the same game. I'd have to say right away that this is a pretty disappointing movie adaptation. The characters are there: Peter Pan, Tinkerbell, plenty of pirates and Captain Hook, but it doesn't really follow the story of the movie.

ROB You've got this character that doesn't look at all like Robin Williams running and jumping around the woods and caves of Neverland and he's collecting thimbles, but we don't know why.

GEORGE The one thing that seems to have been salvaged from the movie is the story about Peter Pan saving his children from Captain Hook. In the end, though, it turns out to be an average running and jumping game with a pretty weak character and sluggish play control. The movie is good, but the game falls short.



Personal Power Meters for Hook. George: 3.0 2.0 3.0 2.5 Rob: 3.0 3.0 3.0 3.0.

ROB **Race America** is a two-player racing game with a unique split screen. The player that is ahead views the action in a large window that takes up the top two thirds of the screen, while the racer in second place sees his or her car in a smaller window at the bottom.

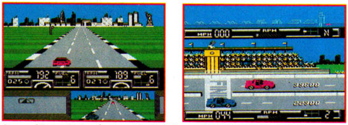
GEORGE It's kind of like a rear view mirror view...but not really.

ROB Nothing like that actually.

GEORGE OK, I'm attempting an analogy, but it's not working.

ROB Like any two-player simultaneous game, I think that Race America is more fun when you've got two players going head-to-head instead of just one player racing against computer-controlled opponents. This game has the split screen that favors the player in the lead and an overhead view of the action when the cars are very close to each other. There are no pit stop feature, there are no Power-Ups, there are no machine guns; it's just a straight racing game.

GEORGE My only complaint is that switching gears is a little tricky. You've got to let go of the accelerator, press Up on the Control Pad to shift up, then hit the accelerator again. It's kind of like shifting in a real car. I'd rather just race and avoid obstacles than have to think about the mechanics of my car.



Personal Power Meters for Race America. George: 3.5 3.0 3.5 3.0 Rob: 3.0 3.5 4.0 3.5.

ROB Even though it's featured elsewhere in this issue, we should mention **T&C II: Thrilla's Surfari.**

GEORGE It's the sequel to Town and Country Surf Design. I think that this game has incredible action and very good play control. You control a gorilla who races through these skateboard and surfboard courses at breakneck speed, jumping off ramps and flying over obstacles. It's a lot of fun.

ROB Yeah. But I don't think the graphics are all that great. In the first stage, for example, you have to slalom around or jump over these obstacles in the ground and I can't tell whether they're potholes or very large peanuts.

GEORGE Peanuts? They're logs.

ROB How do you know they're logs?

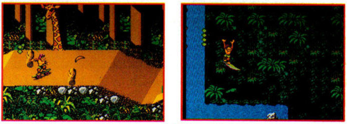
GEORGE They look like logs.

ROB They look like large peanuts or big oblong potholes.

GEORGE They're logs.

ROB If you would have given me a choice between peanuts, potholes and logs, I would have chosen logs third, because they don't look like logs to me.

GEORGE The graphics aren't dazzling and the plot is just a standard save the damsel in distress deal, but the action really moves.



Thrilla encounters many obstacles in T&C II: Thrilla's Surfari, including logs and waterfalls. George: 3.0 4.0 4.0 3.5 Rob: 2.5 3.5 3.5 3.5.

ROB There's an NES game that is based on the cartoon **Toxic Crusaders** which was, in turn, based on a B movie from a couple years back.

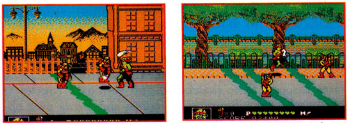
GEORGE The main character is a green, slimy guy who apparently fell into a vat of toxic waste and has now resolved to clean up the environment with his mop.

ROB I don't think that the cartoon or game would exist if it weren't for the Teenage Mutant Ninja Turtles, "mutant" being the operative word here.

GEORGE The Turtles have opened up the doors for a lot of pretty strange super heroes in comics, cartoons and video games.

ROB The game is a lot like the last two Turtles games for the NES, and the character sort of swings his mop the way that Donatello swings his bo. It seems to me that this is just an ecological and contemporary version of the Turtles with the "don't be a litterbug" type of message. Running around and slapping bad guys with a mop just doesn't work for me.

GEORGE And you lose the mop very quickly. Then you're just a slimy creature fighting with your slimy hands. As a game, it's all right. The graphics and play control are decent. I would say that if you really get into Toxic Crusaders then you'll probably enjoy it.

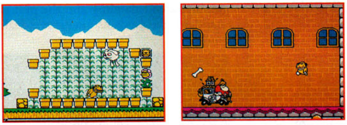


Personal Power Meters for Toxic Crusaders. George: 3.0 3.5 3.5 3.0 Rob: 3.0 4.0 3.0 2.5.

ROB Let's talk about **Wacky Races,** another game based on a cartoon. This cartoon was on television several years ago. It starred Dick Dastardly as the bad guy and his dog, Muttley. Muttley is the character that you control. His job is to help Dastardly win the race by finding parts for the car and stuff like that.

GEORGE It all boils down to another running and jumping, side-scrolling action game. If you remember the cartoon and you like the character, it probably makes for a more enjoyable playing experience.

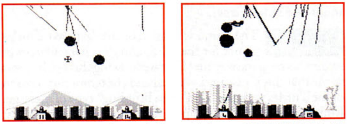
ROB Muttley collects bones along the way that give him special abilities. Once he's collected enough bones, for instance, he can toss bombs or defeat enemies with a bark. You see the word "BOW" come out of his mouth and it mows down enemies like a little missile. I think that's kind of fun and true to the character.



Personal Power Meters for Wacky Races. George: 3.5 3.0 3.0 4.0 Rob: 3.5 3.5 3.4 4.0.

GEORGE Moving on to new releases for Game Boy, I think that **Missile Command** is a pretty good arcade translation. Since the game was monochromatic in the arcade, the fact the Game Boy is black and white doesn't make any difference. The biggest change is in the controls. In the arcade version, you fired missiles from three silos, using three different buttons and you changed the aim with a track ball. Since Game Boy has only two action buttons, there are two silos and the aim is controlled with the Control Pad. Otherwise, it's virtually the same game.

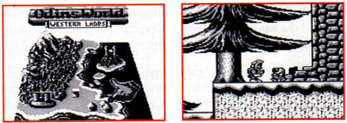
ROB Only portable! I think it's really cool. I put a lot of quarters into the arcade game when it was big in the early '80s and now, here it is on Game Boy! I like it and I like liking it.



Personal Power Meters for Missile Command. George: 3.0 3.0 3.5 3.5 Rob: 2.5 4.0 4.0 3.5.

GEORGE **Prophecy: The Viking Child** is next. It's a side-scrolling game that is quite a bit like the Hook adaptation. The graphics are very simplistic and the character is pretty hard to control. Those things may not matter after you've played the game for a while, but the first impression is not very favorable.

ROB My first impression came from the opening still picture of the character which is large and well-drawn. The game itself doesn't quite live up to that potential. I think that I'd rather be playing Missile Command. Maybe if the viking child had a missile it'd be more fun. Maybe not.

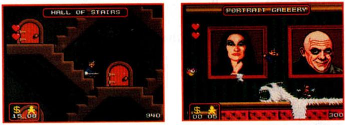


Personal Power Meters for Prophecy: The Viking Child. George: 3.0 3.0 3.0 3.0 Rob: 2.5 3.5 3.0 3.5.

GEORGE Let's talk about the Super NES games that are featured in this issue. I like **The Addams Family** quite a bit, better than the movie in fact.

ROB I wasn't all that impressed. I don't feel that it's that much of an upswing from the NES or Game Boy games of the same title. It's just another Mario-like game where you run around and stomp enemies.

GEORGE Yes, but it's a good Mario-like game where you run around and stomp enemies. At the beginning of the game, when you step into the Addams family's mansion, there are several doors that you can open, each one leading to a different action-packed stage. That's a good invention and it leaves the player with a lot of choices. I also like the enemy characters. Many of them are quite funny and well thought out. I think that it's an all around solid effort that will satisfy a lot of players.



Personal Power Meters for The Addams Family. George: 4.0 3.5 4.0 3.5 Rob: 4.0 3.5 3.0 3.5.

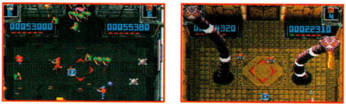
ROB Following a successful adaptation to the NES, the arcade hit **Smash TV** is now being released for the Super NES.

GEORGE This game makes really good use of the Super NES Controller. It allows you to run in one direction and fire in another direction. That really comes in handy in a game where the enemies are attacking from all sides.

ROB There's very little down time in this game. You're constantly blazing away at everything that moves. You don't have to worry about whether something is friend or foe because it's always foe. You just blast, blast, blast!

GEORGE Not for the squeamish.

ROB Not at all. The graphics, action and play control of the Super NES version really take the arcade game home. So, if the shoot-'em-all style of game appeals to you, then you'll definitely get a kick out of this one.



Personal Power Meters for Smash TV. George: 3.5 3.5 3.5 4.0 Rob: 4.0 2.5 3.5 3.0.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
A D & D: POOL OF RADIANCE	FCI/PONYCANYON	1P/BATT	3.1	2.7	3.3	3.2	ROLE PLAYING
CAPTAIN AMERICA AND THE AVENGERS	DATA EAST	2P-S	3.6	3.4	3.5	3.8	SUPER HERO ADVENTURE
GEMFIRE	KOEI	2P-A/BATT	3.2	2.7	3.1	3.4	ROLE PLAYING
HOOK	SONY IMAGESOFT	2P-A	3.1	2.6	2.9	2.9	COMIC ACTION
RACE AMERICA	ABSOLUTE	2P-S	3.8	3.3	3.6	3.4	RACING
T&C 2: THRILLA'S SURFARI	ACCLAIM	1P	3.3	3.1	3.1	2.9	COMIC ACTION
T.M.N.T. III: THE MANHATTAN PROJECT	KONAMI	2P-S	3.9	3.6	3.6	3.9	COMIC ACTION
TOXIC CRUSADERS	BANDAI	1P/PASS	3.0	3.4	2.8	2.8	COMIC ACTION
WACKY RACES	ATLUS	1P	3.3	3.3	3.3	3.8	COMIC ACTION
WIZARDS AND WARRIORS III	ACCLAIM	1P	3.1	3.0	3.1	3.1	HERO QUEST
YOSHI	NINTENDO	2P-S	3.7	3.5	3.8	3.8	PUZZLE ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BOGGLE PLUS	PARKER BROS.	2P-A	3.0	3.4	3.4	3.6	WORD GAME
HOOK	SONY IMAGESOFT	2P-A	3.4	2.7	2.5	2.6	COMIC ACTION
MISSILE COMMAND	ACCOLADE	2P-A	2.6	3.6	3.2	3.2	ARCADE CLASSIC
MOUSETRAP HOTEL	ELECTRO BRAIN	1P	3.2	2.6	2.6	2.8	ACTION
PROPHECY: THE VIKING CHILD	GAMETEK	1P	2.8	2.7	2.5	2.7	HERO QUEST
SOCCER MANIA	SONY IMAGESOFT	2P-S	2.8	2.8	2.5	2.9	SOCCER
STAR TREK	ULTRA	1P	3.3	3.2	3.3	3.4	SCI-FI ADVENTURE
TOP GUN: GUTS AND GLORY	KONAMI	2P-S/PASS	3.0	2.7	2.5	3.4	FLIGHT MISSION
TURN AND BURN	ABSOLUTE	1P	2.8	2.5	2.7	3.3	FLIGHT MISSION
ULTRA GOLF	ULTRA	2P-A	3.4	3.3	3.3	3.3	GOLF
YOSHI	NINTENDO	2P-S	3.5	3.5	3.8	3.8	PUZZLE ACTION

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
THE ADDAMS FAMILY	OCEAN	1P/PASS	4.0	3.6	3.3	3.6	COMIC ADVENTURE
SMASH TV	ACCLAIM	2P-S	3.5	3.9	3.4	3.4	COMIC ACTION
WWF SUPER WRESTLEMANIA	LJN	2P-S	3.8	3.3	3.3	3.6	WRESTLING

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

TOP 20
NINTENDO POWER

April
1992

Could Mario be losing his grip in the Game Boy category? Anything is possible, but only time will tell! Check out Contra Ⅲ. This month it makes a monumental leap up the Super NES chart. It's a well-deserved leap!

NES

1 9,971 POINTS
30 MONTHS

SUPER MARIO BROS. 3

The Bros. are still going strong at Numero Uno, although the gap between #1 and #2 is becoming much narrower.

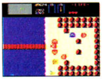
2 7,529 POINTS
8 MONTHS

BATTLETOADS

Safely situated with the Pros, the 'Toads are still trying to make a major breakthrough with the Players.

3 5,768 POINTS
43 MONTHS

THE LEGEND OF ZELDA



Link is being called upon...again! The definitive classic still resides in the Control Decks of many.

4 4,404 POINTS

MEGA MAN Ⅳ

The newest NES Mega Man game triumphantly breaks through to the upper crust of the NES elite. Great game!

5 4,310 POINTS

DR. MARIO

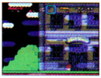
Vacating virus-infected vials is the Doctor's specialty. However, he may be needing your assistance.

6	4,095 POINTS	FINAL FANTASY
7	3,677 POINTS	TETRIS
8	3,408 POINTS	MEGA MAN Ⅲ
9	3,306 POINTS	TMNT Ⅱ: THE ARCADE GAME
10	3,036 POINTS	TECMO SUPER BOWL
11	2,639 POINTS	MEGA MAN Ⅱ
12	2,610 POINTS	METROID
13	2,448 POINTS	SUPER MARIO BROS. 2
14	2,105 POINTS	BATMAN
15	1,938 POINTS	CRYSTALIS
16	1,719 POINTS	ZELDA Ⅱ: THE ADVENTURE OF LINK
17	1,713 POINTS	THE LITTLE MERMAID
18	1,712 POINTS	BATMAN: RETURN OF THE JOKER
19	1,605 POINTS	CASTLEVANIA Ⅲ: DRACULA'S CURSE
20	1,361 POINTS	TEENAGE MUTANT NINJA TURTLES

SUPER NES

1 15,034 POINTS
4 MONTHS

SUPER MARIO WORLD



A minor slip in popularity with the Pros isn't enough to loosen the Mario Brothers' grip on first place.

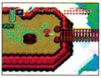
2 12,109 POINTS
4 MONTHS

F-ZERO

This game continues to increase in popularity with the Players and Dealers. It's not very surprising to us.

3 9,175 POINTS
4 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST



Dare we say that this game may be the one to topple Super Mario World? It's possible, but it may take awhile.

4 7,324 POINTS

FINAL FANTASY II

Final Fantasy II is getting similar votes from the Players, Pros and Dealers. It's a well-rounded game!

5 7,293 POINTS

SUPER CASTLEVANIA IV

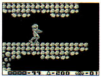
Simon Belmont is whipping his way through his most lengthy journey! Hasn't Dracula bit it yet? Nope!

6	6,216 POINTS	FINAL FIGHT
7	5,586 POINTS	SIMCITY
8	4,999 POINTS	ACTRAISER
9	3,738 POINTS	CONTRA III
10	3,275 POINTS	SUPER GHOULS 'N GHOSTS
11	3,265 POINTS	JOHN MADDEN'S FOOTBALL
12	3,258 POINTS	PILOTWINGS
13	2,560 POINTS	U.N. SQUADRON
14	1,879 POINTS	SUPER BASES LOADED
15	1,473 POINTS	R.P.M. RACING
16	1,469 POINTS	LEMMINGS
17	1,433 POINTS	SUPER TENNIS
18	1,347 POINTS	SUPER R-TYPE
19	1,277 POINTS	GRADIUS III
20	1,286 POINTS	THE ADDAMS FAMILY

GAME BOY

1 11,544 POINTS
4 MONTHS

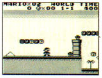
METROID II



Displacing Mario at #1 was no easy task, but Samus still has an even greater task to tackle with the Metroids.

2 11,357 POINTS
19 MONTHS

SUPER MARIO LAND



Can Super Mario Land make up the 187-point difference to earn the coveted top spot next month? We'll see!

3 7,137 POINTS
5 MONTHS

BATTLETOADS

Not quite a contender for #1 yet, but the Battletoads are locked into the upper echelon of Game Boy titles.

4 6,418 POINTS

DR. MARIO

Those shady viruses keep Dr. Mario busy. From the looks of his rank in the Top 20, they keep him very busy!

5 4,918 POINTS

MEGA MAN IN DR. WILY'S REVENGE

Votes from the Players play a big role in keeping Mega Man up in the top spots. We can't blame them a bit!

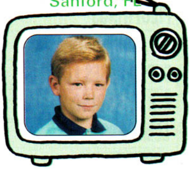
6	3,984 POINTS	TMNT: FALL OF THE FOOT CLAN
7	3,170 POINTS	FINAL FANTASY ADVENTURE
8	2,896 POINTS	SUPER R.C. PRO-AM
9	2,802 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
10	2,559 POINTS	OPERATION C
11	2,547 POINTS	F-1 RACE
12	2,522 POINTS	KID ICARUS
13	2,338 POINTS	HOME ALONE
14	2,322 POINTS	TMNT II: BACK FROM THE SEWERS
15	2,221 POINTS	FACEBALL 2000
16	1,993 POINTS	FINAL FANTASY LEGEND II
17	1,923 POINTS	FINAL FANTASY LEGEND
18	1,837 POINTS	DOUBLE DRAGON II
19	1,469 POINTS	CASTLEVANIA: THE ADVENTURE
20	1,454 POINTS	TECMO BOWL

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Nick Bowlin
Sanford, FL



- S.C.A.T.
- TMNT III
- WURM
- Dr. Mario
- Die Hard

PLAYER'S PICKS

Matthew Collins
Raleigh, NC

- Battletoads
- Double Dragon II
- Batman
- Dr. Mario
- The Simpsons: Bart vs. the Space Mutants

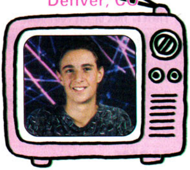
PLAYER'S PICKS

Tim Adams
Bushkill, PA

- Final Fantasy
- Dragon Warrior
- Robin Hood: Prince of Thieves
- The Legend of Zelda
- Terminator 2

PLAYER'S PICKS

Steve Gentry
Denver, CO

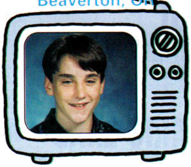


- Marble Madness
- Batman: Return of the Joker
- Battletoads
- Super Off Road
- Metroid

PLAYER'S PICKS

PLAYER'S PICKS

Pat Jackson
Beaverton, OR



- Final Fantasy
- StarTropics
- The Legend of Zelda
- G.I. Joe
- Mega Man II

PLAYER'S PICKS

PLAYER'S PICKS

Joe Harrison
Roswell, GA

- Battletoads
- Crystalis
- The Legend of Zelda
- Mega Man IV
- Zelda II: The Adventure of Link

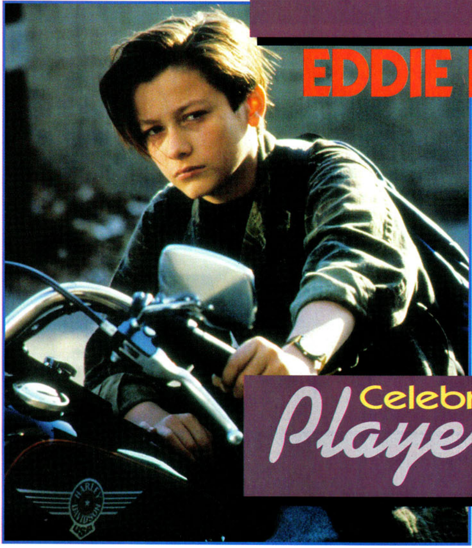
PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Super NES Sports games. Cast a vote for your favorites in the Player's Poll this month.

Super NES Sports Games: Player's Picks for April 1992

1. Super Off Road
2. Super Bases Loaded
3. Nolan Ryan's Baseball
4. Bill Laimbeer's Combat Basketball
5. HAL's Hole-In-One Golf



EDDIE FURLONG

Imagine that you will one day lead the human resistance against destructive machines, and that two warrior cyborgs, one of them Arnold Schwarzenegger, are battling over whether you will live or die. Not a bad acting debut, especially for someone like Eddie Furlong, who was just a regular 14-year-old California kid before starring in Terminator 2: Judgment Day. Now that he's an overnight success, we were lucky to catch Eddie between films to ask him about his new life and one of his favorite pastimes: playing Nintendo games.

Celebrity Player Profile

Nintendo Power: How were you discovered?

Eddie Furlong: I was just hanging out with my friends at the Pasadena Boys Club, and the casting director came in and thought I looked like Linda Hamilton's son. After three auditions, I got the part. It was amazing.

NP: How has your life changed since you've suddenly become so popular?

EF: It feels weird, but in a good way, and I've definitely gotten used to it. As much as my life has changed, it's still the same in many ways—I still have to do chores and stuff. Overall, it's fun and exciting to suddenly be a celebrity. It makes life feel like a party.

NP: What do you do for fun?

EF: I love playing Nintendo games, even if I'm not the greatest video game player (although I try to be!). The main thing is to have fun with video games without getting too frustrated. I like to play basketball and other sports, to go to the movies, and to look at girls. I also like to hang out with my friend Soleil Moon Frye.

NP: Tell us about yourself.

EF: I'm outgoing and definitely not shy. I like to have fun and to be active. I don't like to be bored, which is one of the reasons I'm such an avid Nintendo fan. Most of the time I'm funny when I don't mean to be.

NP: Who do you play Nintendo games with?

EF: I play Nintendo games with my friends, my aunt and uncle, with whom I live, or by myself. My uncle's addicted to playing, and we sometimes fight over who gets to be the first player.

NP: Why do you like to play video games?

EF: Nintendo games are fun and adventurous. I love the graphics and the action. You can just lose yourself, which makes playing games relaxing and exciting at the same time.

NP: When did you first start playing Nintendo games?

EF: I started playing in the fourth grade. Super Mario Bros. was my first game and I got totally addicted to it. Then I got Baseball, and the rest is history. I have the Super NES and I love Super Mario World, Super Ghouls 'n Ghosts and Super R-Type. Basically, I love adventure and action games. I can't wait to play the video game, T2.

NP: What was it like making T2?

EF: Arnold [Schwarzenegger] and Linda [Hamilton] were great to work with. It was hard work, but a lot of fun—Arnold and I used to play Game Boy on the set. Even though I had never acted before, everyone made the experience fun and easy for me. Although I had thought about being an actor, I never expected it to happen. Only after T2 was released did I begin to take it seriously. Now I want to be an actor always!

Terminator Arnold Schwarzenegger returns to protect Eddie Furlong's character in Terminator 2.

NP: What are you working on now?

EF: I just made the movie American Heart with Jeff Bridges. I play his son, Nick, and the movie's about our relationship. It should be released next spring. This winter I'm working on a suspense-thriller called Fertile Ground.

PAK WATCH

NINTENDO POWER

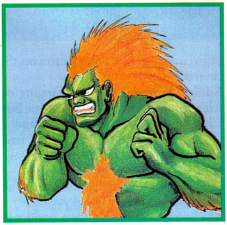
A LOOK INTO THE GAMES OF THE FUTURE

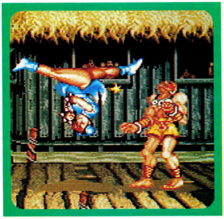
BLAST OFF

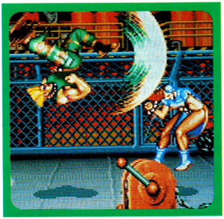
Street Fighter II CAPCOM

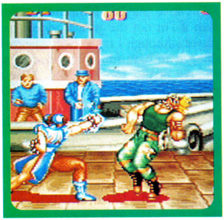
If you've been in an arcade anytime this last year you've probably noticed that one game always seems to have a line of waiting players. Maybe the lines were so long that you didn't even get a chance to play the game. Well, thanks to Capcom, your wait will soon be over. Street Fighter II is coming to the Super NES sometime in June, and it looks and plays like the original. Some people even think the Super NES version is better than the arcade game. Start saving your quarters for this version of Street Fighter II, with its record-setting 16 megabits of memory.

So what does this Pak Watcher think of the game when we played it? The word excellent comes to mind along with the word fun. One player can battle computer-controlled opponents at seven levels of difficulty, but the real strength of this game is the one-on-one challenge with a friend. The graphics and animation are truly arcade quality, and they are also the reason for the incredible amount of memory required. For those of you who aren't familiar with Street Fighter II, the idea is that you adopt a character and take on the best street fighters from around the world. Each of the eight fighters has his or her own unique fighting styles and strengths. Some of the super moves are intense, like the elastic kicks and punches of the Guru Dhalism whose limbs stretch halfway across the screen! The energy bars at the top of the screen show how well you're doing in the match. If you run out of energy, that's all she wrote. If you win, you move on to the next opponent. Already, Street Fighter II is being called the action game of the year.





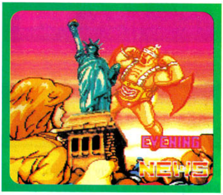


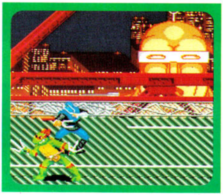


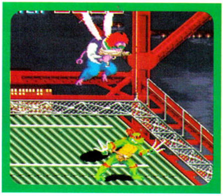
UNDER CONSTRUCTION

T.M.N.T. IV: Turtles In Time KONAMI

The Turtles keep coming back for more, and this time you'll get more from the Turtles. Konami's TMNT IV: Turtles In Time for the Super NES will be coming out in the next few months, and it promises to be a hit with die-hard Turtle fans. If you've played TMNT II: The Arcade Game and TMNT III: The Manhattan Project for the NES, you'll be familiar with the ninja sewer-fighting techniques of the fabulous Green Gutter Guys. In fact, Turtles In Time is based on the second TMNT arcade hit, but it features some newly added levels and enemies. When we first plugged this cart into the Super NES Control Deck, it was just like coming home . . . only home seemed to have been redecorated! The graphics and animation put Turtles In Time in the same arcade-quality category as Street Fighter II. Like the two TMNT games mentioned above, you can play this Super NES sequel with one or two players, but the two-player option is where the real action and fun is. Working as a team, two Turtles (of your choice) set out to clobber Shredder's Foot Clan Forces, which consist of endless streams of ninja fighters and mutant bosses. This Pak Watcher was a little disappointed by the similarity of the enemy attacks to previous TMNT games. The same strategies as those you used before apply in most cases.



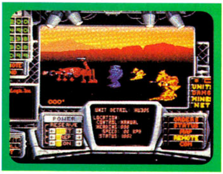


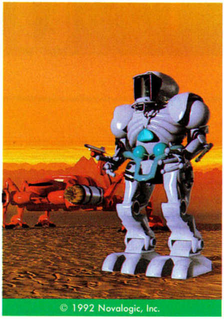


UNDER CONSTRUCTION

Ultrabots: Sanction Earth DATA EAST

Data East is moving to the cutting edge of gaming with its single-player futuristic, robotech simulator titled Ultrabots: Sanction Earth. Although this Super NES game is still in development, you should see it in the stores by June or July. The basic idea behind the game is that alien robots have invaded Earth and the only hope for humanity is to capture and refit the massive metal stompers so they can fight robo-a-robo. In the game itself, you operate ultrabots on a strategic level from a command post or inside an ultrabot with a cockpit view in direct combat. You can operate a fire team of up to six ultrabots in a given sector, and you can switch from one 'bot to another for direct control. In addition, you'll have units spread all across the planet, so while you're slicing up the competition say in North America, you might have a strategic ambush set up in Africa. The ultrabots were designed on a CAD system by Novalogic. The pictures shown below and left are in fact computer images. In the game, the bots in the foreground are animated with 16 frames per second for super realistic motion and detail, while more distant bots use fewer frames. If only there were a two-player interface . . .

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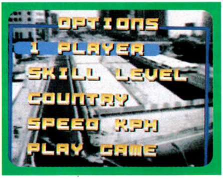
© 1991 NovaLogic, Inc.

BLAST OFF

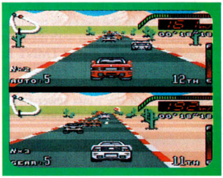
Top Gear

KEMCO

Top Gear from Kemco (the Kemco-Seika partnership has split into two independent companies) is a 4 meg, Super NES racing game for one or two players due out in May. With eight race tracks around the world, three levels of difficulty and mutliple track conditions the variety of races you can run numbers more than eighty. Of course, when you're racing against a human opponent, the variety is even more noticeable. The split-screen, over and under format is about as good as you can get for two-players on a single screen, but it takes some imagination to place yourself in the same race as your opponent. Kemco is also working on an RPG for the NES called White Lion, due out this summer, and a Spy vs. Spy title for Game Boy called Trick & Trap.



OPTIONS
1 PLAYER
SKILL LEVEL
COUNTRY
SPEED KPH
PLAY GAME

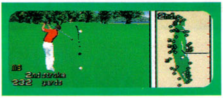


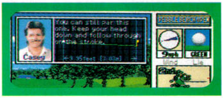
BLAST OFF

Pebble Beach Golf Links

T&E

T&E Soft has gone back to the links with its second Super NES game in the True Golf Classics series. This time the famous Pebble Beach course in Monterey, CA, has been reproduced from the actual blue prints of the course. Several improvments have been made over the first game, Waialae Country Club, set in beautiful Hawaii. Changes include a Demo mode, a "Skins" game and Shot replays. You can also save up to five holes, which provides a crafty method of achieving sub par scores. Other features remain the same, such as the graphic depiction of the ball's flight path and the exacting shot control sequence that closely resembles real golf. This game is scheduled for a May release . . . just in time for the U.S. Open, which is being played this year at Pebble Beach.





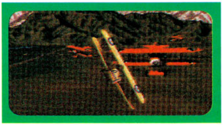
You can still par this one. Keep your head down and follow through on the stroke.

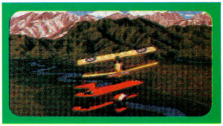
UNDER CONSTRUCTION

Wings 2

NAMCO

Namco (Nam as in Sam) isn't a name most American game players are familiar with, but that is about to change. Wings 2: Aces High is a WWI dogfight and bombing simulator based on the classic Wings for the Amiga computer. The version this Pak Watcher played was only about 50% complete, but that was enough to impress me. First off, the view is basically the same behind-the-plane view as in Pilotwings. Second, the control commands are exactly the same as in Pilotwings. In other words, Namco is creating a dogfighting game for people who like Nintendo's flight trainer, which is just about everyone who plays Pilotwings. The action is basically swoop and shoot during the dogfighting missions and dodge and drop during the bombing runs. Bombing is particularly difficult because you must consider the forward motion of the plane when making your release. The graphics looked good even with a lot of detail yet to be added. Look for this one later in the year.



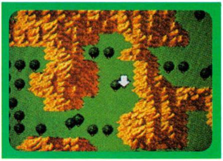


UNDER CONSTRUCTION

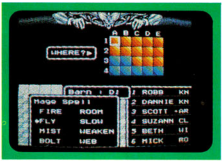
Might & Magic

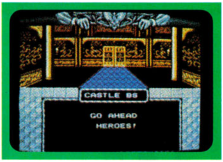
AM. SAMMY

When people mention PC RPGs, one of the first titles to spring to mind is Might & Magic. American Sammy is producing a graphically impressive version of this classic game for the NES, Might & Magic: Secret of the Inner Sanctum. Might & Magic is a traditional role-playing fantasy game in which your party of characters wanders on overhead-view maps and then plunges into 3D, first-person perspective dungeons and battle scenes. One of the common complaints about first-person games is

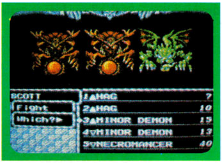


that you never know where you are in dungeons. M&M takes care of that problem by introducing a Mapping Spell early in the game to provide automatic map-making in areas you have visited. The partially developed version that we saw had preset parties, which means you can start playing right away without going through the tedious process of creating characters. Unfortunately, it also means that you can't customize your party—one of the joys of traditional role playing. The finished version may offer both options. Even more impressive graphics will be found on the Super NES Might & Magic II, which will follow the introduction of the NES game.


A B C D E
1
2
3
4
WHERE?▶
Barn : D1
Mage Spell
FIRE
ROOM
◆FLY
SLOW
MIST
WEAKEN
BOLT
WEB
1 ROBB KN
2 DANNIE KN
3 SCOTT ◆AR
4 SUZANN CL
5 BETH WI
6 MICK RO



GO AHEAD HEROES!

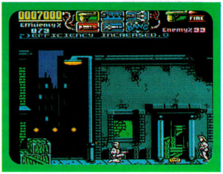

SCOTT
Fight
Which?▶
1▲HAG 7
2▲HAG 10
3▲MINOR DEMON 15
4▼MINOR DEMON 13
5▼NECROMANCER 40

BLAST OFF

RoboCop 3

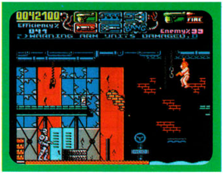
OCEAN

The crazed Splatterpunks of Cadillac Heights are on the loose and that's a sure way to attract America's favorite cybernetic cop, RoboCop. RoboCop 3, from Ocean, puts you in control of the man of metal in this NES action game, which is scheduled for release later this spring. RoboCop has a pistol and rocket launcher with which to uphold the law. On-screen data continually update your status and text of RoboCop's inspirational messages, such as "Protect the innocent," and "Come and get it, scum," that flash on the screen. If that's not enough to heat up your diodes, you get to visit the Repair Lab for an oil change after successfully completing each stage. In fact, you can repair your head unit, body or legs, depending on what you think is most important. We're talking solid action with a good theme.


0007000
FIRE
Efficiency%
073
Enemy%33

EFFICIENCY INCREASED.0

More news from Ocean is the development of Push Over, currently being produced for PCs and later for the Super NES. In Push Over, you are a cool ant with a bit of an attitude and a pain-in-the-ant job of moving blocks around. The blocks, some of which explode, bounce, float, etc. must be toppled domino fashion to open the exit of the stage. You, as the ant, position the blocks to make this happen. The early stages are simple, but by the end of the game, the complexity of the dominos makes Lemmings look like a picnic at the beach. Power puzzle players will love it.


0042100
FIRE
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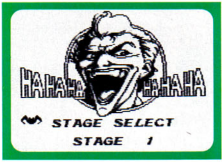
Enemy%33

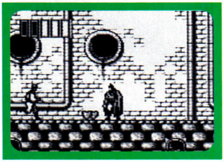
WARNING ARM UNITS DAMAGED.0

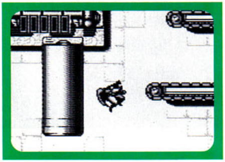
Batman: Return Of The Joker **SUNSOFT**

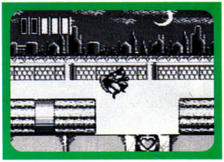


Sunsoft's latest Batman game, Batman: Return of the Joker for Game Boy, isn't based on the sequel movie due out this summer, but it still features the Caped Crusader and that means action and fun. This game has four stages, the first three of which can be played in any order. Only after completing the first three stages can Batman move on to the final stage. In addition to the Stage Select, there is also a Difficulty Level option and a Sound Test. The action is fast and the control may take a while to master. Batman's chief moves are a double jump, which allows him to scale walls, and a swing move, using the Bathook. There are some great effects, as well. When the Sewer Stage is flooded, the screen below the waterline becomes a sort of wave-form magnification—it actually looks as if it's underwater! There are also weapons to pick up along the way, like the Batarang. Look for this game very soon.

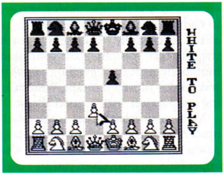
Sunsoft has lots of strong titles scheduled for later this year for all three Nintendo systems. Our Pak Watch sources inside Sunsoft say that work has already begun on the Super NES Superman game, which is tentatively scheduled for release next December. Other Super NES titles include Death Valley Rally, with the Roadrunner and Wile E. Coyote, and Tazmania, starring the Tazmanian Devil. For the NES, look for a version of the award-winning Lemmings.



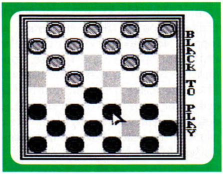


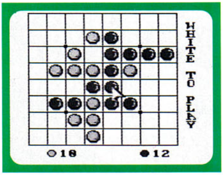


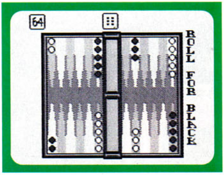
4-In-1 Fun Pak **INTERPLAY**



Interplay has been a developer of excellent games for Nintendo systems and PCs for years, games like Star Trek and Castles to name a few. But now Interplay is beginning to market its own games, and it's starting with four of the most classic games of all time. 4-In-1 combines Chess, Checkers, Backgammon and Reversi in one Game Pak for Game Boy. Sargon Chess is one of the classic computer chess programs. This version has six difficulty levels, Take Back and Hints. Backgammon and Reversi both have three levels of difficulty plus Take Back and Replay. Checkers has four levels of difficulty. Interplay is also working on Out Of This World, an excellently animated PC type adventure for the Super NES. Out Of This World was one of the star attractions at last January's CES.

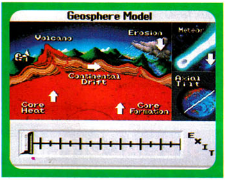


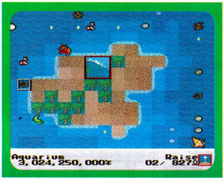




JAPAN WATCH

From Maxis SimEarth, the intellectually challenging game of planetary engineering and evolution, came out a few months ago in Japan for the Super Famicom. The game contains all the elements of the PC original, but the graphics are larger and more accessible. One drawback, however, is that you don't have the option to bring up different windows for comparing data. Pak Watch had the chance to play an English language conversion. The first thing you should know is that SimEarth and SimCity are not at all the same. SimCity gives you lots of visual feedback whereas the changes taking place on your SimEarth are often difficult to discern. The challenge is to coax life to evolve into intelligent species, but it isn't easy. You must balance atmospheric and geospheric forces to provide the ideal conditions for life on the planet. The process is fascinating and educational, but it is not for everyone. At this time there is no word on when or if SimEarth will eventually appear for the Super NES.





GOSSIP GALORE

Capcom and Sunsoft are positioned to challenge Acclaim's title of licensed property king. The strength of Capcom's Disney character based properties will continue with two games based on upcoming Disney TV series starting with Goof Troop this fall. Pak Watch has also learned that Capcom is debating what Disney movie title would be best for a future game. Apparently The Little Mermaid did so well that another Disney movie title is almost assured. Sunsoft's deal for the Looney Toones characters gives them some of the strongest licenses in the industry. Now we just have to wait and see what the games look like. We hope they are as classy as Sunsoft's earlier Batman games. Speaking of Batman, Konami has the license for the second Batman movie, but don't expect to see anything for several months. They're keeping it under wraps. Other long-term projects include Seta's Nosferatu. Our Pak Watch sources have known of the development of this Super NES project for many months, but only recently has Seta allowed anyone a peek. This game has exceptional animation similar to that of Prince of Persia. Nosferatu, of course, is the German name for Dracula. Seta has also been sitting on a wild action game, Bioforce Ape, which we covered in Pak Watch last year. The development is complete, but unfortunately, it seems as if Bioforce Ape will remain sidelined for the immediate future. Apparently Seta doesn't want any monkey business right now. One of the best-looking projects we've seen recently is the Super NES version of Spot undergoing development at Virgin Games. Although only a few sequences had been put together when we saw the game, this Pak Watcher was impressed. This time Spot is not a dot on a board, but a cool surfer setting out on an adventure. Word also has it that Virgin is working on M.C. Kids for Game Boy. FCI's Dragon Strike for the NES is a twist on the traditional non-action AD&D game. In this one, you get to pilot a dragon in aerial battles. Finally, from Hudson Soft, Super Adventure Island for the Super NES and Felix the Cat for the NES both have great graphics and fun play and themes.

FUTURE GAMES
FOR THE

NES

- **Bio Force Ape**
- **Contra Force**
- **Dragon Strike**
- **Gargoyle's Quest**
- **Felix The Cat**
- **Hammerin' Harry**
- **Might & Magic**
- **RoboCop III**
- **Rocky**
- **Uncharted Waters**

SUPER NES

- **The Duel: Test Drive II**
- **F1-ROC**
- **Goof Troop**
- **Magic Sword**
- **Nolan Ryan's Baseball**
- **Nosferatu**
- **Pebble Beach Golf Links**
- **The Rocketeer**
- **RPM Racing**
- **Spot**
- **Street Fighter II**
- **Super Adventure Island**
- **Super Battletank**
- **Contra III: The Alien Wars**
- **Super Play Action Football**
- **T.M.N.T. IV: Turtles In Time**
- **Top Gear**
- **Ultrabots**
- **Wings 2**

GAME BOY

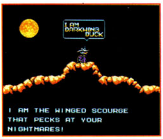
- **Ariel (The Little Mermaid)**
- **Batman: Return of the Joker**
- **4-In-1 Fun Pak**
- **High Stakes**
- **Lunar Chase**
- **M.C. Kids**
- **Mousetrap Hotel**
- **Nail N' Scale**
- **Yoshi**

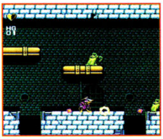
NEXT ISSUE

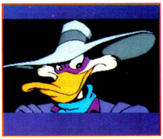
COMING NEXT MONTH IN VOLUME 36

DARKWING DUCK

Drake Mallard, a suburban dad by day and super-hero by night flaps his way into the NES courtesy of Capcom. This glory-hound is bound to make a big splash, but he won't get wet.

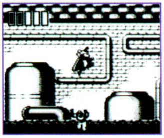


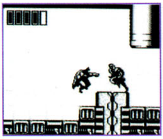


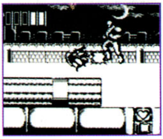


BATMAN: RETURN OF THE JOKER

More action, more danger, more twisted plots and more of those great toys—that's what you'll find in Batman: Return of The Joker for Game Boy. Who will laugh last?

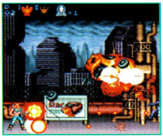


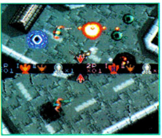


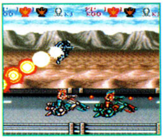


CONTRA III

Inventive play control, massive characters and wild action with all guns blazing! Truly an awe-inspiring Super NES game. Look for an extensive Contra III review next month.

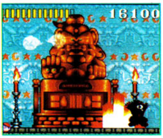


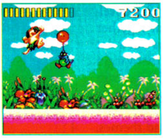


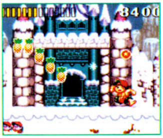


SUPER ADVENTURE ISLAND

Hudson's main man, Master Higgins, sets off on an extended island journey filled with new items, enemies and other surprises. We'll map it out for you in the upcoming issue.







BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 22 (March '91): **MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island III.**
Volume 23 (April '91): **Power Blade, Sword Master, Totally Rad, Monopoly.**
Volume 24 (May '91): **Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.**
Volume 25 (June '91): **Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.**
Volume 26 (July '91): **Robin Hood: Prince of Thieves, Rockin' Kats, The Little Mermaid.**
Volume 27 (Aug. '91): **Ninja Gaiden 3, Dragon Warrior II & III, Darkman.**
Volume 28 (Sept. '91): **Super Mario World, Star Wars, Smash TV, Kick Master.**
Volume 29 (Oct. '91): **Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.**
Volume 30 (Nov. '91): **Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.**
Volume 31 (Dec. '91): **Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).**
Volume 32 (Jan. '92): **Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.**
Volume 33 (Feb. '92): **TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.**
Volume 34 (Mar. '92): **The Empire Strikes Back, Terminator 2, Nightshade, M.C.Kids, Lemmings, Zelda: A Link To The Past.**

Use the Back Issue/Tip Book Order Form in this magazine to order your books today.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventures of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First-Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Final Fantasy

Five of the most popular NES games of all time are featured in Volumes 7 through 12.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information. If you like these games and want to know every single detail about them, these Strategy Guides are definitely the way to go!

STRATEGY GUIDES:

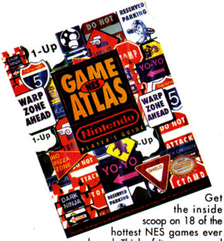
Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this magazine to order your books today.

PLAYER'S GUIDES



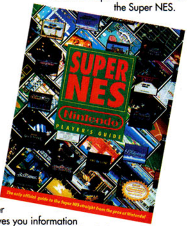
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

GAME BOY
Nintendo
PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
Nintendo
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.



This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

POWER TRIVIA

FOR NINTENDO POWER ANIMALS ONLY!

Are you an avid Nintendo Power reader? You'll have to be in order to answer all of these questions correctly! Some of the questions deal with past issues, so break out your stack of old Nintendo Power Magazines.

1

As of February 1992, approximately how many games have been released for each Nintendo System?

NES	Game Boy	Super NES
A. 391	A. 97	A. 19
B. 466	B. 139	B. 25
C. 505	C. 176	C. 28
D. 543	D. 210	D. 39
E. 629	E. 218	E. 55

2

For how many years has Nintendo Power been published?

A. 3 Years
B. 3 1/2 Years
C. 4 Years
D. 4 1/2 Years
E. 5 Years

3

Which game was NOT featured on a cover of Nintendo Power?

A. Super C
B. Super Mario Bros.
C. Tetris
D. Track & Field II
E. None of the above -- they were all featured

4

Which game has not been released yet, but has been reviewed in Nintendo Power?

A. Day Dreamin' Davey
B. Power Blade
C. MetalStorm
D. WURM
E. Ironsword

5

How many issues of Nintendo Fun Club News were published?

A. 4
B. 5
C. 6
D. 7
E. 8

6

Which person has not been featured in our Celebrity Profile Column?

A. Jay Leno
B. David Letterman
C. Brian Robbins
D. Michael Dorn
E. Fred Savage

7

How much did a subscription to Nintendo Power Magazine cost when the magazine was first published?

A. Free
B. $5.00
C. $9.95
D. $10.00
E. $15.00

8

How many games has Mario made an appearance in?

A. 7
B. 10
C. 16
D. 19
E. 23

9

How many Megs is Super Mario World?

A. 2
B. 4
C. 6
D. 8
E. None of the above

Well, how do you think you did? We will print the answers to these questions in the next issue of Nintendo Power. Stay tuned!

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